Foreword

A Note From Cory Barlog

Thank you video games.

For introducing me to fantastic worlds, interesting characters and sometimes maddening challenges. Thank you for transporting me from the real world of awkwardness and anxiety to the expansive fields of Hyrule where I was able to experience what it would be like to be a hero and change the world.

Thank you for teaching about what it truly means to cooperate by allowing me to completely ignore my teammates in favor of jumping around the map firing rockets in random directions and, in the end, accidentally killing everyone on the opposing team. I carry this lesson with me always. Some say I never really learned the right lesson from that, though.

You may not always be perfect; hell, sometimes you downright infuriate me and make me want to throw my controller into an active volcano. However, even in the lowest of moments, I am thankful that you exist.

Most importantly, I am eternally grateful to the legions of creators that have toiled away over the decades since the inception of this wonderful medium to craft the experiences that helped make me a creator today.

So, thank you video games. You have changed me in so many great ways, and made my time on this planet so much more interesting. I would say you made me a better human, but who am I kidding? I still rage quit Injustice 2 :)

I hope you enjoy the adventure as much as everyone here at SMS enjoyed creating it!

— Cory “Ol’ Silver Medal” Barlog
Creative Director, Santa Monica Studio

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The Basics

Overview

Welcome to a new chapter of God of War. Those familiar with the series are used to a brutal and free-flowing combat system, challenging boss fights, and puzzle-solving. This rendition expands on that formula with a wide array of customization options, numerous Favors, Labors, and other optional content, and hours and hours of solid, satisfying gameplay.

Our guide provides everything you need to complete the father-son Journey and beyond. We walk you step-by-step through every playable area of Midgard and the surrounding realms. We get you efficiently from Point A to Point B while stopping to call attention to all items of interest along the way, in every region.

But be sure to check out this **Basics** section first. It will add profound layers of depth to your understanding of the game. The reason: much of the rich, detailed information in here comes directly from the horse's mouth. Our four weeks spent on-site at Sony's Santa Monica Studio included meetings with the entire senior game design team, as well as regular sessions with Sony's outstanding Quality Assurance testing crew.

A good example: Check out our sections on "Power Level" and "Combat." This is information you won't (and can't) find anywhere else, because it's buried deep in the game systems. Our generous Sony hosts shared it all with us, and with you.

So, all of us, authors and readers alike, owe thanks to Team Sony not only for creating such a fun game, but also for helping us understand its basic mechanics at a fundamental level. Which, for many of us, makes great games even more fun.

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The Basics

Difficulties

There are four difficulties available in God of War, which you select at the start. You can change to any difficulty at any time from the Settings Menu, except for “Give Me God of War” difficulty. The toughest difficulty must be selected at the start and cannot be lowered.

GIVE ME A STORY

Experience the story without too much of a gameplay challenge.

- Enemies deliver less damage and take more damage
- Enemies have reduced resistance to hit reactions
- Enemies are much easier to Stun
- Enemies are much less aggressive
- Enemies are weaker to Leviathan’s ranged attacks
- Kratos is more resistant to status effects

GIVE ME A BALANCED EXPERIENCE

An adventure that’s reasonably challenging.

GIVE ME A CHALLENGE

A more demanding combat experience.

- Enemies gain a small Power Level advantage, improving many Stats
- Many enemies gain 50 health bonus
- Enemies deliver more damage and status effect damage
- Enemies have an 8 boost to Defense, forcing the player to get 8 more Strength to deliver bonus damage
- Enemies are harder to Stun in general, with slight bonus resistance to axe and bare-handed attacks
- Enemies are more resilient to Leviathan’s ranged attacks
- Enemies are more resistant to Atreus’ Runic Summons
- Enemies are more aggressive
- Enemies absorb impact from basic attacks
- Building up Permafrost/Immolation takes more time

GIVE ME GOD OF WAR

As difficult as possible, requiring god-like reflexes and strategy. This difficulty cannot be changed mid-game, so a new game must be started to lower the difficulty.

- All previous attributes (Give Me a Challenge)
- Most enemies power up and turn Elite after taking damage. Elite enemies are stronger and more aggressive, so preventing the turn is key to success
- Enemies take slightly less damage
- Enemies deliver much more status damage
- Harmful status effects last longer and are more potent
- Enemies have a defense boostSlight increase in damage delivered to enemies in midair
- Enemies can only be wall-pinned in the air
- Enemies can counterattack quickly after taking hit reactions or blocking an attack
- Kratos motion during attacks is more precise
- Fewer advantages when the hero has a greater Power Level than an enemy
- Frost status effect reduces Kratos’ invincibility frames on evades
- Poison status effect reduces Kratos’ Power Level
- Burn status effect does much more damage
- Spartan Rage gain rate significantly reduced
- Health pickups reduce status damage and can clear active status effects
- Enemies are more resistant to status effects
- Parry attacks are less effective
- Elite enemies do not take ledge reactions and take significantly reduced reactions to Spartan Rage

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The Basics

User Interface

HEAD-UP DISPLAY

The HUD conveys important information that assists the player in exploration and combat.

1 Witch's Compass: The compass shows the direction that Kratos is facing. The current objectives for the Journey and selected Favor are also shown, along with the distances to these destinations. Use this information to get your bearings when unsure of where to go next.

2 Talisman Ability (L1 + Circle)**:** If you have a Talisman equipped with a bonus ability, this icon lets you know when it's available.

3 Light/Heavy Runic Attack (L1 + R1 / R2)**:** The upper icon represents your equipped Light Runic Attack, while the lower icon is the Heavy. After using an ability, you must wait for the icon to refill before it can be performed again.

4 Leviathan Axe Permafrost / Blades of Chaos Immolation: In order to use Permafrost or Immolation, you must purchase the corresponding Skill. This meter builds as you attack with the appropriate weapon (successive hits without getting hit) until momentum is achieved. At that point, every hit is more powerful, with Frost/Burn damage applied on every hit. This icon itself represents the currently equipped weapon and does not require any Skills. The fill and flourish is related to the momentum abilities.

5 Health, Rage, and Status Effect Meters: The green bar represents Kratos' health, and orange is his Spartan Rage. Small circular meters appear above the health bar when you're hit by status effects. The middle fills up each time the effect hits. Once it's full, you're inflicted, and a line around the outside of the icon indicates the time remaining until the infliction goes away. Get hit with more of the status effect before it drains, and the meter builds.

6 Atreus' Arrow Count and Runic Summon: In the bottom-right corner of the HUD, Atreus' current attack setup is shown. The left icon represents his Runic Summon. As with the Runic Attacks, there's a cooldown time between uses. On the right, the type of arrow currently equipped is displayed, along with the number of arrows remaining. His arrows constantly regenerate when below the maximum. If you've purchased a resurrection stone, you will also see it indicated here.

7 Loot: XP, resources, and other items gained and lost are shown above Atreus' arrow information.

8 Enemy Level, Health, Status: Important information for each enemy is displayed above its head. Enemy level, health, Stun meter, and status effects are shown only when engaged with the enemy.

9 Threat Indicator: These indicators point toward nearby off-screen threats. White signifies nearby enemies, flashing red points out an incoming attack, and flashing purple indicates an incoming projectile. Prepare accordingly.

10 Perk Activations: Temporary perks triggered from Kratos' gear are shown here along with their corresponding timer.

Other On-Screen Notifications

- **Boss Health and Stun Meters:**When facing a miniboss or boss, a segmented bar displays remaining health. As you damage the enemy, a portion of the bar turns red, representing the amount of health removed with the previous attack. Deplete the entire bar to defeat the enemy. Fill the thin meter displayed below the health to Stun the boss.
- **Journey Updates:**Each time you receive a new objective, it's shown in the upper-left corner of the screen.
- **Progress Updates:**Updates to current objectives and Labors appear on the right side of the screen.
- **New Locations:**As you discover new locations, the region name appears below the compass. A small amount of XP is earned for each new region discovered.
- **Button Prompts:**Button prompts and other useful information appear above Kratos' health bar.

THE PAUSE MENU

Throughout the Journey, Atreus logs observations into his journal. Press the Options button to pause the game and access the journal, where you can view the following tabs. Tap the Touchpad at any time to display the map.

- **Weapons:** Change and upgrade Runic Attacks and pommels for the Leviathan Axe and Blades of Chaos. Select a Runic Summon for Atreus.
- **Armor:** Equip chest armor, wrist armor, waist armor, and a Talisman for Kratos. This is also where you insert Enchantments into the armor. Select armor for Atreus.
- **Skills:** Spend your hard-earned XP on Skills for the Leviathan, shield, Blades, and bow.
- **Map:** A map for each realm you've visited is available here. They're not accurate representations of the environment, but they provide a good idea of where you are with respect to other regions.
- Current objectives for the Journey and selected Favor are displayed with matching icons on the map. Locations of Mystic Gateways, docks, shops, and more are displayed once you discover that region. A summary for the highlighted region lists everything you've found, along with the total number available.
- **Goals:** Current objectives for the Journey, Artifacts, Favors, and Labors are listed here. Also find the Treasure Maps currently in your possession.
- **Codex:** Lore (Jötnar Shrines, Lore Markers, Rune Reads, Scrolls, Mimir's Tales, Lessons) that you discover along the way is logged under the Lore Tab. As you defeat enemies, entries are added to the Bestiary Tab. At first Atreus notes observations about each type of enemy, but eventually tips are added.
- **Resources:** All resources and special items you gather are listed here. Resources are used at the shops to craft and upgrade your gear. Special items are used during the Journey and while completing Favors and Labors.

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The Basics

Upgrading Kratos and Atreus

Kratos' equipment consists of three pieces of armor (chest, wrist, and waist), a Talisman, the Guardian Shield, and his weapon (Leviathan Axe and Blades of Chaos). Atreus wears one piece of armor and fights with his Talon Bow. All of this can be improved; upgrade all three weapons, equip Runic Attacks, spend XP on powerful Skills, and craft new armor with resources discovered along the way. The **Equipment and Skills** chapter provides details for every upgrade available.

WEAPON UPGRADES		
WEAPON	**HOW TO UPGRADE**	**NUMBER OF UPGRADES**
Leviathan Axe	Return Frozen Flames to Brok or Sindri	5
Blades of Chaos	Return Chaos Flames to Brok or Sindri	4
Talon Bow	Spend Hacksilver and Svartalfheim Steel at a Huldra shop	5

RUNIC ATTACKS AND SUMMONS

Special abilities are available for the axe, Blades, and bow. Kratos can equip a Light and Heavy Runic Attack on each of his weapons, while Atreus has a Runic Summon that may be used in and out of combat. Hold L1 + R1 to perform the Light Runic Attack and L1 + R2 for the Heavy. Hold Square, and Atreus sends out his Runic Summon. All specials require a cooldown time before they can be used again. Increase Kratos' Runic and Cooldown Stats to improve the effectiveness of the abilities.

SKILLS

Passive and active Skills are available for the Leviathan Axe, Blades of Chaos, Guardian Shield, Talon Bow, and Rage Mode. The three weapons (but not the Guardian Shield) must be upgraded to unlock all of the Skills. Spend XP at the journal's Skills Tab to purchase Skills.

A number of Skills offer a bonus when a specified Stat reaches a certain level. The highest of these levels require fairly specific gear to achieve, though they can all be tweaked with Enchantments. Sort by the desired Stat to find those with the most. Besides Vitality, the following setups get you close enough to the required Stat that you only need to use a few Enchantments to reach the desired level. Reaching a Vitality of 225 is difficult and requires numerous Enchantments with Vitality. It may be better to switch out the Talisman with the Shattered Gauntlet of Ages III and equip three more Vitality Enchantments if available.

SUGGESTED EQUIPMENT TO REACH REQUIRED STATS		
REQUIRED STAT	**HIGHEST REQUIREMENT**	**USE THIS EQUIPMENT**
Cooldown	125	Blazing Magma Pauldrons/Wrappings/War BeltAxe Pommel—Retribution Blades Pommels—Grips of the Valkyrie, Precision or Deadly Recovery Handles Talisman—Talisman of The Realms
Defense	300	Breastplate/Gauntlets/War Belt of Fallen Ash Axe Pommel—Blightbringer Blades Pommels—Blightguard Talisman—Talisman of Cursed Power
Runic	250	Ivaldi's Spaulders/Bracers/War Belt of Cursed Mist III Axe Pommel—Surtr's Grip of Flame Blades Pommels—Grips of the Cursed Flame Talisman—The Charm of Infinite Storms Fully Upgraded Blades of Chaos
Vitality	225	Ivaldi's Cuirass/Gauntlets/War Belt of Endless Mist Axe Pommel—Mistbourne/Blades Pommels—Grips of the Forgotten Flame Talisman—Hrvegelmir Stone III (18 Vitality)

Our **Equipment and Skills** chapter lists every Skill available, along with requirements and XP cost for each one.

POMMELS FOR THE AXE AND BLADES

Equip pommels on the Leviathan Axe and Blades of Chaos for increased Stats and a unique Perk. The Perk is activated at varying rates after a specific combat action. Upgrading pommels at a shop increases the Stats. Check out our full listing of available pommels in the **Equipment** chapter.

ARMOR FOR KRATOS AND ATREUS

Kratos is protected by three pieces of armor: chest, wrists, and waist. All armor provides Kratos with boosts in Stats, while higher-level armor offers some kind of bonus such as health regeneration or a buff.

At first Kratos is equipped with the most basic armor, but as you progress through the Journey, new armor sets become available at Huldra shops. As you discover new locations, loot containers, and complete optional content, stronger armor is unlocked. Once available at a shop, the armor can be crafted when you spend resources gathered throughout the realms.

Nearly all armor includes slots called Enchantment Sockets, where Enchantments are inserted for Stat boosts and bonus Perks. Enchantments are found in containers, dropped by enemies, rewarded for completing objectives, and purchased from shops. Each component includes zero to three sockets.

Shops also offer the ability to upgrade each piece of armor in exchange for more resources. This improves the Stats and typically adds an extra Enchantment Socket.

TALISMANS

Kratos is able to equip one Talisman, which provides a boost to certain Stats along with a bonus. Some Talismans have an ability that can be activated, though you must wait the given cooldown time before using it again. It is well worth the effort to seek out higher-end Talismans, which provide great bonuses such as the following: a Realm Shift, a powerful shockwave, or a burst of health. While Enchantment Sockets are not common in Talismans, there are a few that provide this benefit.

ENCHANTMENTS

Enchantments can be socketed into armor (and a few special Talismans) to increase Stats and provide Perks. There are numerous bonuses available, allowing you to build the armor of your choosing. Available Perks include increased resistances, improved Runic Attacks, health bursts, and more. As armor is upgraded, more Enchantment Sockets become available. Experiment with different setups to find the one that best suits your playstyle. Find a list of the unique Enchantments in the **Equipment** chapter.

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The Basics

Journey

The main storyline of God of War follows the father-son Journey as they travel through the Norse realms. Select the Goals Tab of your journal to find your current objective. You can also view all completed objectives. **TheJourney** section provides a thorough walkthrough for the entire trip, complete with detailed maps.

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The Basics

Beyond the Journey

EXPLORATION

There are plenty of activities to keep you busy outside of the main Journey. Explore every nook and cranny to find valuable loot and challenging enemies. After the water drops in the Lake of Nine, optional content becomes available, allowing you to visit more regions of Midgard. Travel around the numerous islands and beaches of the lake to earn more XP and loot. As you progress through the Journey, the water drops a second time, revealing even more.

LORE

Rune writings are found throughout your adventures, which provide additional information about the land and characters that inhabit it. As you discover Lore, Atreus translates the runes and makes an entry in the journal. These are found under the Codex Tab. There are several types of Lore:

- **Jötnar Shrines:** Three-paneled displays provide a scene for Atreus to make sense of. Besides XP earned, the 11 Jötnar Shrines: also count toward a Labor and Trophy.

- **Lore Markers:** These tall markers are covered in blue runes. Sometimes a crystal must be inserted into a nearby stand to power the Lore Marker.

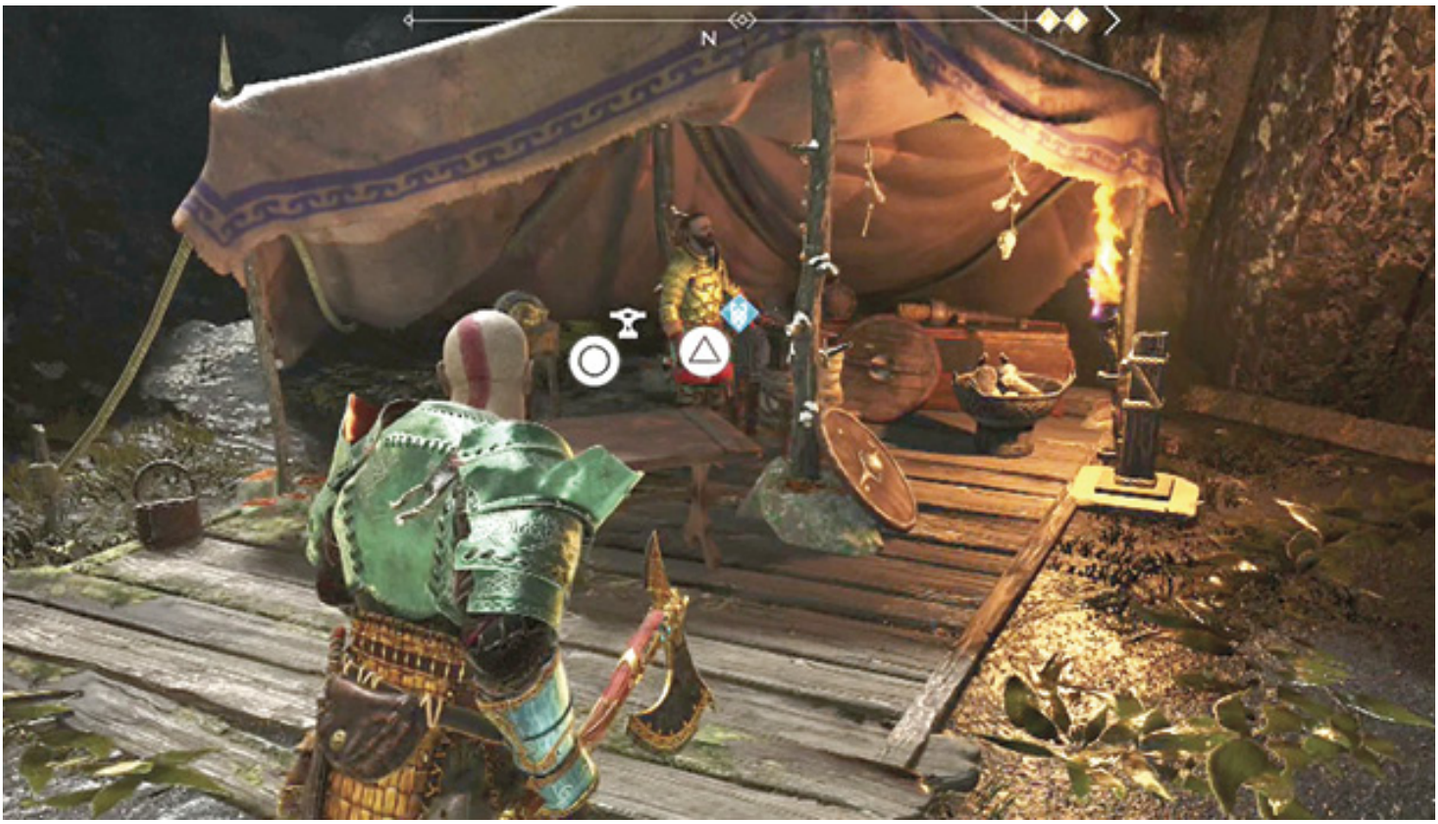
Rune Reads: A word or phrase is written in runes on a wall.

Scrolls: Scrolls can be found lying around the environment. Instruct Atreus to collect the scroll, and he logs it into the Lore Menu. Not only do these texts provide Lore, but some may lead you to available optional content.

- **Mimir's Tales:** Atreus logs some of Mimir's tales into the journal.
- **Lessons:** Tutorials that pop up during the game can be reviewed from the Codex.

FAVORS

After Kratos and Atreus meet the World Serpent, the water level in Lake of Nine drops, revealing new locations and unlocking a type of optional content called Favors. When the water drops a second time, even more Favors become available. These Favors are tracked in Atreus' Journal under the Favors Tab.

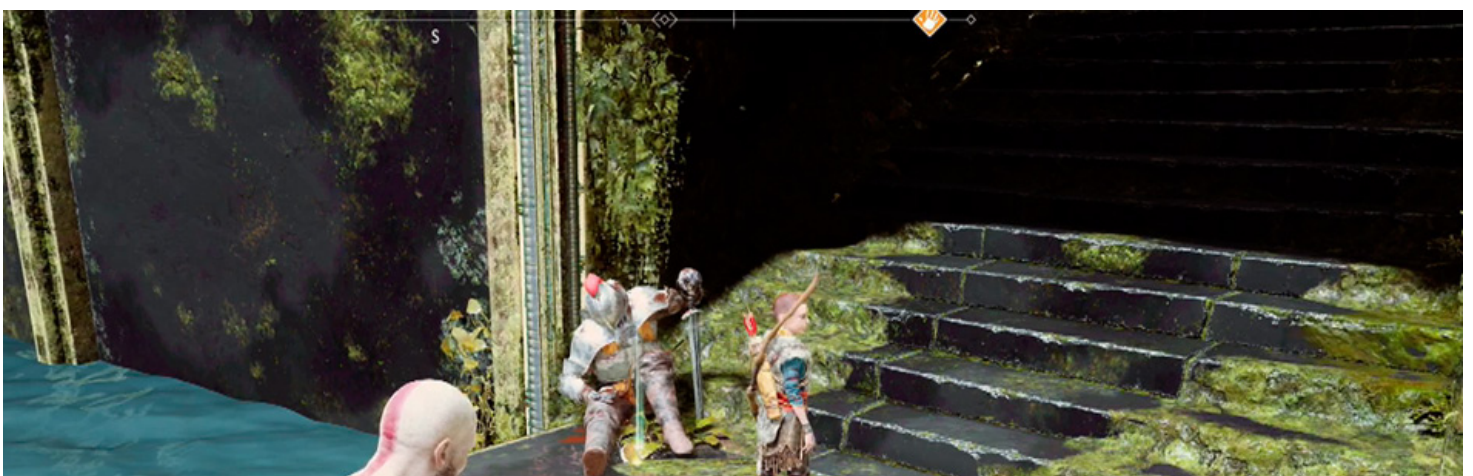


THE FAVORS

AVAILABILITY	FAVOR	HOW TO BEGIN
First water drop	Second Hand Soul	Talk to Brok
First water drop	Hammer Fall	Talk to Disciple of Thor at Stone Falls
First water drop	Unfinished Business	Interact with one of four braziers around Lake of Nine
First water drop	The Imprisonment of Otr	Explore Veithurgard
Second water drop, complete “Second Hand Soul”	Deus Ex Malachite	Talk to Brok
Second water drop	Fáfnir’s Hoard	Talk to Sindri
Complete “Fáfnir’s Hoard”	Family Business	Talk to Sindri
Collect scroll during “Family Business”	Time Heals All Wounds	Find scroll at Northri Stronghold
Complete “Deus Ex Malachite” and “Family Business”	Hail to the King	Talk to Brok and Sindri
Second water drop	Anatomy of Hope	Talk to wayward spirit at Mason’s Channel
Second water drop	Dead Freight	Talk to tradesman spirit at Forgotten Caverns
Find Muspelheim Language Cipher	The Realm of Fire	Find cipher
Find Niflheim Language Cipher	The Realm of Fog	Find cipher
Second water drop	The Flight of Fáfnir	Enter door near Alfheim Realm Tower
Second water drop	The Fire of Reginn	Explore Konùnsgard Stronghold

ARTIFACTS

Valuable Artifacts are scattered throughout the Norse realms. Each one provides a small amount of XP and can be sold to Brok for Hacksilver. There are seven sets in all, each with a corresponding quest. Once an Artifact is found, the quest appears under the Goals Tab of the journal. The following table lists the seven types of Artifacts, along with the region where they’re found.



ARTIFACTS		
ARTIFACT	**TOTAL**	**REGION FOUND**
Lost Toys	4	Wildwoods
Masks	9	River Pass
Ship Figureheads	9	Lake of Nine
Elven Artifacts	5	Alfheim
Cups	6	The Mountain
Horns	6	Veithurgard
Brooches	5	Helheim

LABORS

Earn XP and valuable items by completing specific objectives called Labors. There are five categories of Labors, which are covered in detail in the **Labors** chapter. Check your progress by viewing the Labors Tab of the journal. Updates are also briefly shown on the right side of your HUD.

- **Crafting:** Upgrade the axe and Blades. Deliver valuable resources to Brok or Sindri to unlock powerful armor sets.
- **Skill:** Use specific abilities during combat to defeat your opponents.

- **Kill:** Kill minor grunts, major grunts, and minibosses.
- **World:** These Labors promote exploration as you travel the Norse realms. Explore the Lake of Nine, unlock the Hidden Chambers of Odin, light the realm tower braziers, release the three World Dragons, close Realm Tears, and kill Odin's Ravens.
- **Muspelheim:** Complete the 11 trials as you climb Muspelheim.

RAVENS

Odin has released 51 Ravens throughout the Norse realms to spy on his rivals. These green birds are found flying or perched around the environment, and can be tough to spot. Keep your eyes peeled whenever exploring a new area. They make a unique sound, so listen for their call. Hitting a Raven with an axe throw begins the Labor called "The Eyes of Odin," which can be tracked on the Labors Tab of Atreus' Journal. Refer to "The Eyes of Odin" entry within the **Labors** chapter for the locations of all 51 Ravens.

TREASURE MAPS

Keep an eye out for Treasure Maps as you explore Midgard. They typically lie on the ground out in the open, although you may need to enter a side room to find them. A Square button icon appears above the map when Kratos approaches one. After Atreus collects the map, you can select Treasure Maps from the Goals Tab in the journal to read its inscription, which provides a hint at a buried treasure. Behind the text, an image illustrates the treasure's location—appearing blurred, if you haven't been there.

There are 12 Treasure Maps in all. Use the inscription and image to figure out where the treasure is buried. At each location, find a small mound of dirt and interact with it to collect the treasure. Find locations for all 12 Treasure Maps and treasures in the **Jötnar Shrines** **and** **Trophies** chapter.

REALM TEARS

As you explore the Norse realms, watch for small tears (represented by a blue blob) in the fabric of reality and close them. Most of the time enemies spawn from the tear. Once they're defeated, interact with the blob to close it. There are 21 Realm Tears in all, but only 18 are required to complete the associated Labor, with three of the Realm Tears inaccessible after a certain point in the game. The **Labors** chapter includes a full list of Realm Tears and what to expect from each one.

HIDDEN CHAMBERS

During the Journey, Kratos collects a Chisel in order to progress in the story. At this point, you can access the magically locked doors first seen near Kratos' home in Wildwoods. Seven of these doors lead to Hidden Chambers. Each location holds valuable loot and a challenging battle, six Valkyries and a Realm Tear. Check out our **Labors** chapter for more information on these locations.

THE HIDDEN CHAMBERS	
LOCATION	**OPPONENT**
Thamur's Corpse	Valkyrie: Gunnr
Foothills	Valkyrie: Geirdriful
The Mountain	Valkyrie: Eir
River Pass (Witch's Basement)	Valkyrie: Kara
Helheim	Valkyrie: Rota
Alfheim	Valkyrie: Olrun
Wildwoods	Realm Tear

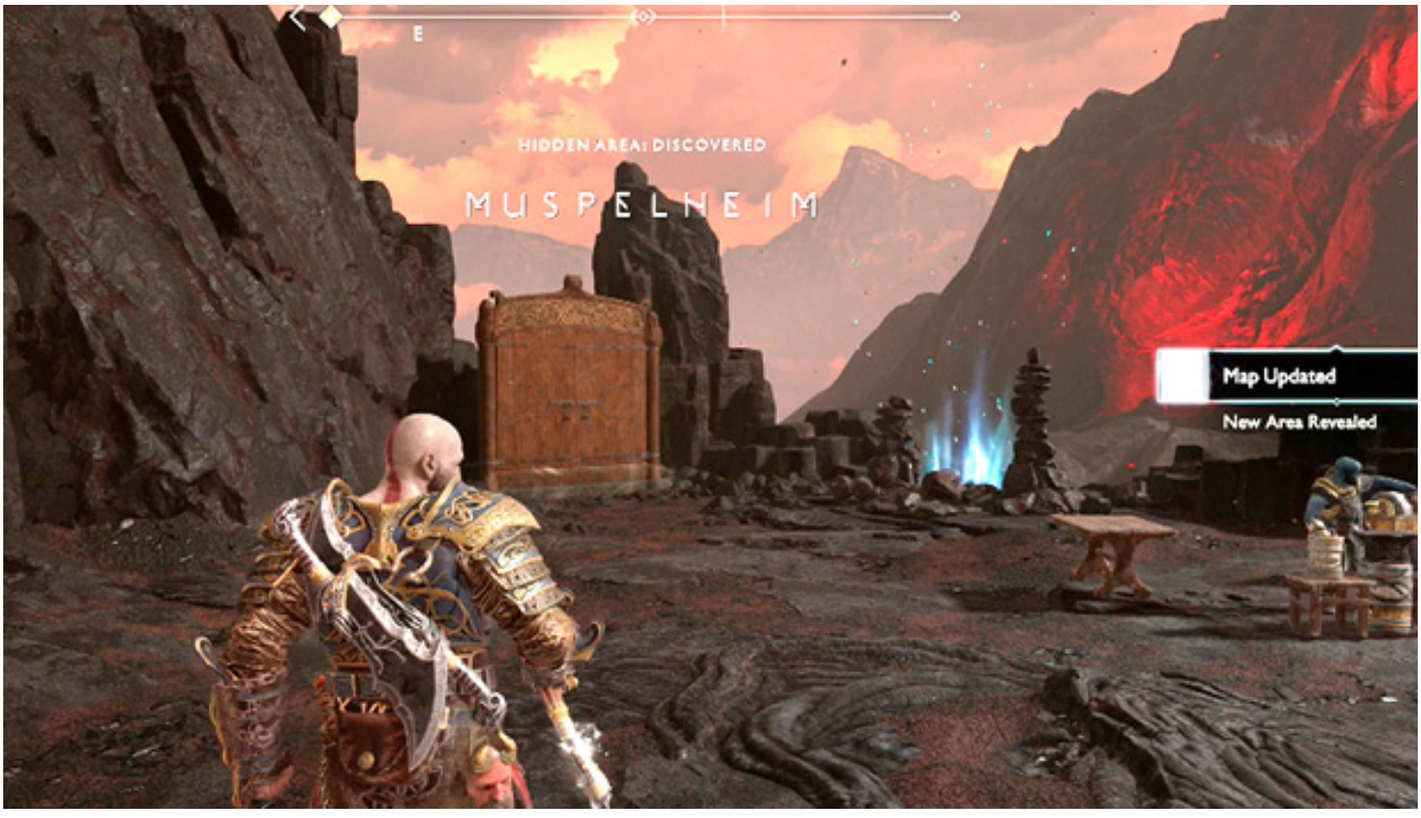
VALKYRIES

Eight Valkyries have been imprisoned throughout the Norse realms. Six are located inside Hidden Chambers of Odin as mentioned previously. The seventh Valkyrie is found at the top of Muspelheim, while the eighth hides in the Cursed Mist of Niflheim. Collect the helmets of all eight Valkyries and return them to the Council of Valkyries located on the north side of Lake of Nine. This gets the attention of the most powerful Valkyrie of all, the Queen Sigrun.

The “Valkyries” section of our **Favors** chapter provides details on how to defeat all nine bosses, as well as a list of items rewarded from each.

MUSPELHEIM

If you feel up to a real challenge, try your hand at 16 trials inside the realm of Muspelheim. First you must collect four Muspelheim Language Ciphers found inside specific Legendary Chests, and then you can use the travel room inside Týr’s Temple to access the realm.



For your convenience, Brok has set up a shop just inside the realm; visit him regularly as you climb Muspelheim. Along the way, five arenas provide two trials each that test Kratos’ and Atreus’ fighting prowess. Make it to the top to challenge one of the toughest Valkyries in the final trial. The “Muspelheim” section of the **Favors** chapter provides details on every trial.

NIFLHEIM

Niflheim is a challenging realm, where the Cursed Mist limits the amount of time Kratos and Atreus can spend there. To unlock the realm, you must first find four Niflheim Language Ciphers hidden within specific Legendary Chests. At that point, you can use the travel room at Týr's Temple to access the realm.

Sindri has set up a shop at the end of the bridge within a safe zone. He offers three Favors that lead you through all that the realm has to offer. As you enter the fog just beyond his shop, a timer begins to count down, representing the amount of time you have remaining before the Cursed Mist knocks Kratos out. Re-enter the fog, and the enemies, traps, and loot reset, creating a unique experience every time. Refer to the "Niflheim" portion of our **Favors** chapter for more information on everything found in the realm.

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Equipment and Skills

Introduction

As Kratos and Atreus progress through their Journey and explore the vast realms, new weapon components and armor can be gathered and equipped — improving Stats and providing bonuses and special abilities. Loot chests and coffins, complete objectives, and kill enemies to score new gear.

Kratos' protection consists of a set of armor (Chest, Wrist, and Waist Armor), a Talisman, and Enchantments. His Leviathan Axe and Blades of Chaos have a selection of special abilities, Skills, and Pommels that can be modified. For added defense, Kratos uses the Guardian Shield, which also provides its own set of Skills.

Atreus wears one piece of armor with its own added bonuses and fires the Talon Bow with another set of Skills and a special Runic Summon ability.

There is a lot to keep track of, but upgrading the father and son with the latest and greatest creates a significantly enhanced combat experience. This chapter lists every item and Skill available to the duo and states how to obtain them all.

Use Stat gains to build Kratos into the fighting machine that best suits your needs. If you prefer to observe enemies' attacks and learn to evade damage, Defense and Vitality may not be as important to you.

If you tend to take a beating, these Stats are vital. Runic Attacks and Summons have the potential to provide devastating damage against your opponents; build up Runic and Cooldown to greatly improve them. Luck is the rarest Stat, but it can speed up your upgrades by providing extra XP and Hacksilver. The following table lists the six Stats and what each one does for Kratos.

STATS

STAT	DESCRIPTION
Strength (STR)	Increases damage for all standard attacks.
Runic (RUN)	Increases both Runic Attack and Elemental Damage.
Defense (DEF)	Reduces all damage taken.
Vitality (VIT)	Increases maximum Health and decreases the severity of hit reactions from enemy attacks.
Luck (LCK)	Increases activation chance on perks (Axe Pommels, Enchantments) and increases XP and Hacksilver gains.
Cooldown (CLD)	Decreases cooldown time of Runic Attacks, Runic Summons, and Talisman Abilities.

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Weapons and Shield

Overview

Kratos attacks with his Leviathan Axe, Blades of Chaos, or a combination of his shield and fist. The Leviathan Axe is hard-hitting, deals out Frost damage, and can be thrown. His Blades of Chaos have a wide hit radius, can cause Burn, and are capable of pulling smaller foes in close for melee attacks.

The collapsible Guardian Shield is used to block or parry incoming attacks and for bare-handed combat. Atreus also gets into the action with his Talon Bow, which fires arrows that are capable of stunning and staggering enemies. In addition, he gains the ability to use his bow in melee combat. All of this equipment can be improved by purchasing and finding upgrades.

Skills

How to obtain: Unlock with Weapon Upgrades, Purchase with XP

Both of Kratos' weapons, his shield, and Atreus' bow all have a set of Skills that can be acquired by spending XP. The Skills may add a new ability, improve an existing one, or provide a bonus. The three weapons must be upgraded in order to unlock all Skills. Many Skills also offer an Additional Bonus once a specified Stat reaches the required level.

Runic Attacks and Summons

How to obtain: Loot Legendary Chests, Complete Favors, Defeat Large Enemies

Special abilities are available for the axe, Blades, and bow. Kratos can equip a Light and Heavy Runic Attack on each weapon, while Atreus has an Runic Summon that may be used in and out of combat. Hold L1 + R1 to perform the light Runic Attack and L1 + R2 for the heavy. Hold Square and Atreus sends out his Runic Summon.

SWITCHING ATTACKS AND SUMMONS

Note that you cannot switch out the equipped Runic Attacks or Summon while the cooldown is active. Wait for the ability to become available again before making the change.

All specials require a cooldown time before they can be used again. Increase Kratos' Runic and Cooldown Stats to improve the effectiveness of the abilities. Three Attributes are provided for each Runic Attack/Summon: Damage, Elemental (Frost for axe and Burn for Blades), and Stun. Based on a scale of 0 to 5, these numbers represent the amount of damage and Stun effect produced by each special. The type of Elemental damage depends on which weapon is used. The axe slows enemies with Frost, the Blades add Burn, and Atreus' arrows Weaken and Shock your targets.

Runic Attacks and Summons hidden inside chests throughout the Journey become available in the shops later on if they were missed. At that point, they must be purchased with Hacksilver and Aegir's Gold. These prices are listed in the following tables within the Catch-Up column.

Pommels

How to obtain: Loot Legendary Chests, Complete Favors, Defeat Large Enemies, Craft at Shops

Pommels for your axe and Blades can be swapped out with better versions as they are crafted or found. These give a boost to Stats and may provide a Perk.

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Weapons and Shield

Leviathan Axe

Kratos begins the game with the Leviathan Axe, a powerful weapon which delivers ranged and close combat attacks that deal Frost damage. It can be aimed and thrown at an enemy, tripping up lighter foes when hit in the legs, or used as a melee weapon. Once thrown, Kratos goes into bare-handed mode until the axe is recalled.

Upgrades

For completing certain tasks, Kratos receives Frozen Flames, which Brok and Sindri can use to upgrade the Leviathan Axe. With this resource in your inventory, talk to either brother and select the weapon upgrade to increase the axe's strength and unlock new Skills.

The following table shows how each Frozen Flame is obtained and how Kratos' Strength is increased with the upgrades.

LEVITHAN AXE UPGRADE LEVELS

UPGRADE	STRENGTH	HOW FROZEN FLAME IS OBTAINED
I	10	Receive Axe as Upgrade I
II	25	Meet Brok after escaping the Ruins
III	40	Defeat the Ogre on first trip to Foothills
IV	55	Defeat Járn Fótr in Heart of the Mountain
V	70	Defeat Magni and Modi at Thamur's Corpse
VI	85	Purchased from Shop w/Chilling Mists of Niflheim (Found in Niflheim Center Chamber Legendary Chest in exchange for 5000 Mist Echoes.)

Skills

The Leviathan Axe's Skills are split into two categories: Ranged Combat and Close Combat. Ranged Combat expands your ability to throw and recall the axe, including Hunter-Killer which allows you to hit multiple targets with one throw. Close Combat offers melee improvements, including new hard-hitting moves and Permafrost. With Permafrost, every successive hit without taking damage fills a meter. Once full, Kratos deals out Frost damage with every axe hit.

The following table lists every Skill available for the axe along with the XP Cost, the number of upgrades required, and the Stat Bonus provided—once the Stat requirement is met.

SKILL	XP COST	UNLOCK TIER	PREREQUISITE	STAT BONUS	REQUIREMENT
RANGED COMBAT					
Freezing Throw Aim and press R2 for a powerful attack that freezes smaller enemies for a short duration and inflicts heavy damage to all enemies. Perform this move on a grunt near a wall to pin it against the wall. This contributes to a Labor for extra XP.	N/A	N/A	None		
Freezing Burst Aim and hold R2 to charge up the Leviathan Axe and cause an explosion on impact that inflicts Frost damage. Be careful; you are vulnerable to attack while charging up the throw. Your aim can be adjusted with the axe cocked, just in case your target moves.	1000	2	Freezing Throw	Shorter Charge Time COOLDOWN	100
Precision Throw Combo After landing a precision axe throw (weak points and headshots), Press Triangle during the flash to recall the Leviathan Axe and cause the next throw or melee attack to explode on contact, inflicting Frost damage.	1000	2	None	Unlocks an axe throw finisher after 2 consecutive precision throws. COOLDOWN	125
Precision Frost Burst Precision Throw Combo now creates a massive explosion upon impact.	2000	3	Precision Throw Combo		
Returning Whirlwind While Bare-Handed, aim and press R1 to instantly recall the Leviathan Axe and perform a powerful spinning attack. Even if your axe is on your back, it will immediately move into your hand as Kratos performs the two-hit whirlwind attack. Put your target between you and the axe for an extra hit as it flies into your hand.	1000	4	None	Increased resistance to interruption during this attack. Vitality	200
Returning Storm While Bare-Handed, aim and press R2 to instantly recall the Leviathan Axe and perform a powerful slam attack. This move is similar to the Returning Whirlwind, but much more powerful — knocking nearby enemies back.	2000	5	None	Adds an explosion of Frost damage on impact Runic	250
Hunter-Killer I Aim and hold R1 to select 3 targets on a single enemy or across 3 separate enemies. While aiming, each target is marked with a white dot. Keep an eye out for incoming attacks while preparing the attack and be ready to let go if anyone gets too close.	1500	3	None	Increased resistance to interruption during this attack. Vitality	200
Hunter-Killer II Increase the maximum number of targets to 5.	1500	4	Hunter-Killer I	Increased resistance to interruption during this attack. Vitality	200
Hunter-Killer III Increase the maximum number of targets to 8. Ricocheting the axe around a group of grunts is a great way to begin a fight.	3000	5	Hunter-Killer II	Increased resistance to interruption during this attack. Vitality	200
CLOSE COMBAT					

Executioner's Cleave Hold R2 for a brutal cleaving axe attack that deals massive damage. Grab this Skill early. Though you are vulnerable as you ready the attack, it does a great amount of damage. Note that you can adjust your aim while holding the axe back. A Labor rewards XP for using this move against set amounts of enemies.	500	1	None	Shorter charge time.	
				COOLDOWN	100
Grinding Storm Hold R1 for an axe attack that hits multiple enemies and locks them down. Kratos begins with a big swing of the axe to clear out the area and follows up with a short throw straight ahead, where the axe twirls for a moment before returning. Continue to hold the button down and Kratos will catch the axe and throw it again. This is repeated until you are hit or release the button.	500	1	None	Inflicts additional Frost damage during this attack.	
				Runic	125
SKILL	**XP COST**	**UNLOCK TIER**	**PREREQUISITE**	**STAT BONUS**	**REQUIREMENT**
CLOSE COMBAT					
Pride of the Frost A Heavy Attack finisher at the end of the Light Attack Combo. Press R1, R1, R1, R2 to perform. This adds a ground slam at the end of the light combo.	500	1	None	Adds an explosion of Frost damage on impact.	
				Runic	200
Permafrost Perform attacks in quick succession without sustaining damage to power up the Leviathan Axe attacks and inflict Frost damage on every hit. This is worth grabbing as soon as you can, especially if you prefer attacking up close. It takes a number of hits to build the Permafrost meter and if you get hit, it immediately empties; good evasive Skills are required to take full advantage of this Skill. You also need to keep the attacks going, since it will reset after several seconds if you do not hit an enemy. Note that the amount of Permafrost earned is based on damage done, so bigger attacks fill the meter quicker. The axe must be in your hand to build the Permafrost. Aimed throws reset the meter, but boomerang tosses do count.	1000	2	None		
Glacial Permafrost Increases the amount of the Permafrost gained on every successful axe hit. This greatly speeds up the process, requiring much fewer attacks before reaping the rewards.	2000	3	Permafrost		
Frost Rush While sprinting, press R1 to perform a leaping attack. Sprint into the action and begin your combo with this jump attack. You don't need a lot of room to get up to speed. As long as you are holding the Sprint button, the move can be performed.	1000	2	None	Increased resistance to interruption during this attack.	
				Vitality	125
Leviathan's Fury While sprinting, press R2 to perform a massive leaping attack. Similar to Frost Rush, but a much stronger ground slam that knocks all enemies in the immediate area away. Great if you wish to break up a group of grunts.	1500	3	None	Adds an explosion of Frost damage on impact.	
				Runic	175
Whirling Storm While evading, hold left stick forward and press R1 to perform a quick axe attack. Performing a light attack during a forward evade causes Kratos to continue straight ahead with a 360-degree attack that hits anyone surrounding him.	1000	2	None	Increased resistance to interruption during this attack.	
				Vitality	75
Evasive Storm While evading, hold left stick backward and press R1 for a quick boomerang throw. Sliding away from an attacking enemy is a great way to avoid taking damage. Performing this move allows you to get in an attack while doing so. The axe is thrown straight ahead, so you are vulnerable from the sides.	2000	3	None	Apply additional Frost damage during this attack.	
				Runic	125

Whirlwind Sweep Switch stances by pausing momentarily after any Leviathan Axe attack. Once in new stance, Press R1 to perform a sweeping attack. Kratos faces to the side with his axe held out to his right when in Delay Stance. Press R1 to swing the axe, causing it to spin 360 degrees around Kratos. You don't necessarily have to pause after a successful attack; pausing after an axe miss also puts you into the Delay Stance. A blocked attack cannot be transitioned into the stance.	3000	4	None	Increased resistance to interruption during this attack.	
				Vitality	200
Double Whirlwind Unlock a second, follow-up R1 combo attack while in the switched stance. Press R1 when the axe returns to Kratos' hand after a Whirlwind Sweep to throw the axe out in the opposite direction. This is very effective against a group of smaller enemies.	1000	4	Whirlwind Sweep	Increased resistance to interruption during this attack.	
				Vitality	200
Raging Whirlwind Unlock a third and final R1 attack while in the switched stance. After the axe is thrown around Kratos twice, press R1 a third time to spin the axe around two more times.	2000	5	Double Whirlwind	Increased resistance to interruption during this attack.	
				Vitality	200
Whirlwind Throw Switch stances by pausing momentarily after any Leviathan Axe attack. Once in new stance, press R2 to perform a ranged attack.The axe is thrown straight ahead from Kratos farther than Evasive Storm. Best used if you have multiple enemies in a line.	1500	4	Whirlwind Sweep	Increased resistance to interruption during this attack.	
				Vitality	200
Whirlwind Fury Switch stances by pausing momentarily after any Leviathan Axe attack. Once in new stance, double tap R2 to perform a ranged combo. The upgrade allows you to perform the Whirlwind Toss twice in succession.	3000	5	Whirlwind Throw	Increased resistance to interruption during this attack.	
				Vitality	200

Your first Runic Attack, Hel's Touch, is found just inside River Pass—providing you with a nice interrupt ability. Look out for more specials as you explore the realms to expand on your Frost attacks. Light and heavy Runic Attacks for the Leviathan Axe are listed in the following table. The location, cooldown time, type of attack, Attributes, and upgrade costs are provided for each.

RUNIC ATTACK	COOLDOWN	IMPACT	DMG	FROST	STUN	XP COST	CATCH-UP		LOCATION
LIGHT									
Njörd's Tempest A rapidly spinning melee attack that clears out surrounding enemies and deals significant damage.	36 secs	Melee	3	1	0	0	Hacksilver	30000	Alfheim Legendary Chest
Level 2 Increases the number of rotations by holding down R1 and adds a small whirlwind effect.			4	2	0	2250	Aegir's Gold	20	
Level 3 Further increases the number of rotations by holding down R1. Also increases the size and strength of the whirlwind effect around Kratos.			4	3	0	9000			

Fury of the Ice Troll A quick radial shockwave attack that slows enemies and sends them flying back.	36 secs	Area	2	1	0	0	Hacksilver	15000	Völunder Mines Legendary Chest
Level 2 Holding R1 charges up the attack, increasing its range.			2	2	1	1000	Aegir's Gold	10	
Level 3 Greatly increases Frost damage and decreases charge time.			2	3	1	4000			
Týr's Revenge A powerful spinning attack against a single target, with a follow-up attack that slams the enemy to the ground.	54 secs	Aimed	3	0	0	0	Hacksilver	15000	The Mountain Legendary Chest
Level 2 Greatly increases the duration of the lingering spin attack.			4	0	0	4500	Aegir's Gold	10	
Level 3 Further increases the duration of the lingering spin attack, and causes a massive explosion on the follow-up slam.			5	0	0	18000			
Leviathan's Wake A powerful axe throw that plows through any enemies in its path.	36 secs	Aimed	3	0	1	0	Hacksilver	N/A	Veithurgard Legendary Chest
Level 2 Inflicts Frost damage to all enemies caught in the Leviathan's path.			4	1	2	1500	Aegir's Gold	N/A	
Level 3 Increases the Frost damage inflicted to enemies, and increases the size of the explosion on impact with any enemy or surface.			4	2	3	6000			
RUNIC ATTACK	**COOLDOWN**	**IMPACT**	**DMG**	**FROST**	**STUN**	**XP COST**	**CATCH-UP**		**LOCATION**
LIGHT									
Charge of the White Bear A quick, propulsive dash attack with a follow-up strike. Kratos is protected during the dash.	24 secs	Melee	1	1	1	0	Hacksilver	N/A	Foothills Legendary Chest
Level 2 Press R2 or R1 to perform a shield slam follow-up.			1	2	2	1000	Aegir's Gold	N/A	
Level 3 Greatly increases the effects of the shield slam.			2	2	2	4000			

Wrath of the Frost Ancient A powerful ice beam that slows all enemies on contact.	54 secs	Aimed	3	4	0	0	Hacksilver	N/A	Fáfnir's Storeroom Legendary Chest
Level 2 Increases the amount of Frost damage, as well as the length of the beam.			3	5	0	4500	Aegir's Gold	N/A	
Level 3 Greatly increases the amount of Frost damage, as well as the duration of the beam.			4	5	0	18000			
Strike of the Utgard A wide-arcing attack that inflicts a moderate amount of Frost damage.	24 secs	Aimed	2	2	0	0	Hacksilver	30000	Alfheim Legendary Chest
Level 2 Hold R1 to charge up to 3 Frost damage waves.			2	3	0	1500	Aegir's Gold	20	
Level 3 Greatly increases the amount of Frost damage per wave.			3	3	0	6000			
Hel's Touch An extremely quick burst of energy that interrupts and knocks back all nearby enemies.	24 secs	Area	1	0	0	0	Hacksilver	15000	River Pass Legendary Chest
Level 2 Increases attack severity and inflicts Stun damage.			1	0	2	1000	Aegir's Gold	10	
Level 3 Further increases Stun damage inflicted and grants the ability to quickly cancel the attack.			2	0	3	4000			
HEAVY									
Thiazi's Talon A propulsive slice attack that launches a small, vertical wave that inflicts medium Frost damage.	24 secs	Aimed	3	2	0	0	Hacksilver	N/A	Alfheim Legendary Chest
Level 2 Hold R2 to charge up to 3 Frost damage waves.			3	3	0	1500	Aegir's Gold	N/A	
Level 3 Greatly increases the Frost damage of all waves.			4	4	0	6000			

Ivaldi's Anvil A devastating area-of-effect attack that freezes all enemies caught in the blast radius.	60 secs	Area	2	4	0	0	Hacksilver	N/A	River Pass—Brenna Dauði Drop
Level 2 Unlocks an additional follow-up attack by Pressing R2 after the initial slam.			2	5	0	1000	Aegir's Gold	N/A	
Level 3 Greatly increases the radius and Frost damage of the initial slam attack.			3	5	0	4000			
Mists of Helheim A lingering area-of-effect attack that creates a small hazard that inflicts Frost damage to all enemies inside.	90 secs	Area	2	4	0	0	Hacksilver	N/A	Iron Cove Legendary Chest
Level 2 Increases the duration of the hazard.			2	5	0	3250	Aegir's Gold	N/A	
Level 3 Further increases the duration and size of the hazard.			3	5	0	13000			
Frost Giant's Frenzy 3 powerful slam attacks that launch enemies and then sends them flying.	60 secs	Melee	3	0	1	0	Hacksilver	15000	Alfheim (Light Elf Shore) Legendary Chest
Level 2 Increases the amount of slam attacks by mashing R2			4	0	2	3250	Aegir's Gold	10	
Level 3 Greatly increases the amount of slam attacks by mashing R2			5	0	2	13000			
Breath of Thamur A massive area-of-effect attack that deals damage to all enemies within an extremely large area.	120 secs	Area	4	0	0	0	Hacksilver	N/A	Muspelheim Shop
Level 2 Increases damage inflicted by the area-of-effect attack.			4	0	0	4500	Aegir's Gold	N/A	
Level 3 Inflicts a small amount of Frost damage on every hit.			5	0	0	18000			

Blessing of Frost Activate to temporarily power up the Leviathan Axe with small explosions of Frost damage on every hit and slight bonus to Runic and normal attacks.	120 secs	Melee	3	2	0	0	Hacksilver	3290	Thamur's Corpse Legendary Chest
Level 2 Increases duration and bonus to Runic and normal attacks.			4	3	0	4500	Aegir's Gold	50000	
Level 3 Greatly increases duration and bonus to Runic and normal attacks.			5	3	0	18000			
The River of Knives A destructive attack that sends out a line of ice shards that inflict Frost damage and launch enemies into the air upon contact.	60 secs	Aimed	2	1	1	0	Hacksilver	50000	The Mountain Legendary Chest
Level 2 Greatly increases the range of the ice shards.			3	2	2	2250	Aegir's Gold	30	
Level 3 Launches 2 additional lines of ice shards, greatly increasing the width of the attack.			4	3	3	9000			
Glaive Storm Throw the Leviathan Axe towards any nearby targets, automatically seeking out, hitting, and inflicting Frost damage to any enemies caught in its path.	90 secs	Area	2	1	0	0	Hacksilver	N/A	Buri's Storeroom Legendary Chest
Level 2 Increases the number of enemies the axe will seek out.			3	2	1	3250	Aegir's Gold	N/A	
Level 3 Further increases the number of enemies the axe will seek out while increasing the amount of Frost damage inflicted.			3	2	2	13000			

Axe Pommels

At first, the Leviathan Axe is equipped with Kratos' lucky Wooden Grip, which provides a +1 Strength bonus. As soon as you run into Brok at Týr's Temple, you can upgrade the component at his shop. The following table provides a full list of available Pommels for your axe along with Stats, upgrade costs, and where to find them.

POMMEL	LEVEL	STATS						UPGRADE	RESOURCE	COST	LOCATION
COMMON		STR	RUN	DEF	VIT	LCK	CLD				
Wooden Grip Family Heirloom—Crude wooden axe grip. Cannot be sold.	1	1						1			Start with this Pommel
Curved Recovery Handle Marksman's Cooldown—High Perk activation chance to grant a Blessing of Cooldown on any successful precision throw.	1	2					4	1	Hacksilver	3000	Shop
	2	4					6	2	Hacksilver	1500	
	3	6					8	3	Hacksilver	2750	
									World Serpent Scale Fragment	15	
Curved Grip of Fury Marksman's Rage Burst—Low Perk activation chance to grant a Rage Burst on any successful precision throw.	2	4			6			1	Hacksilver	5000	Shop
	3	6			8			2	Hacksilver	2750	
									World Serpent Scale Fragment	15	
	4	8			8			3	Hacksilver	4200	
									World Serpent Scale Fragment	45	
Curved War Handle Marksman's Strength—High Perk activation chance to grant a Gift of Strength on any successful precision throw.	2	8						1	Hacksilver	5000	Shop
	3	10						2	Hacksilver	2750	
									World Serpent Scale Fragment	15	
	4	12						3	Hacksilver	4200	
									World Serpent Scale Fragment	45	
Curved Runic Handle Marksman's Runic—Low Perk activation chance to grant a Blessing of Runic on any successful precision throw.	1	2	6					1	Hacksilver	3000	Shop
	2	4	8					2	Hacksilver	1500	
	3	6	10					3	Hacksilver	2750	
									World Serpent Scale Fragment	15	

Weighted Recovery Handle Executioner's Cooldown—High Perk activation chance to grant a Blessing of Cooldown on any successful Executioner's Cleave.	1	4					2	1	Hacksilver	3000	Shop
	2	6					4	2	Hacksilver	1500	
	3	8					6	3	Hacksilver	2750	
									World Serpent Scale Fragment	15	
Weighted Runic Handle Executioner's Runic—High Perk activation chance to grant a Blessing of Runic on any successful Executioner's Cleave.	2	4	4				2	1	Hacksilver	5000	Shop
	3	6	6				4	2	Hacksilver	2750	
									World Serpent Scale Fragment	15	
	4	8	8				6	3	Hacksilver	4200	
									World Serpent Scale Fragment	45	
Weighted War Handle Executioner's Strength—High Perk activation chance to grant a Gift of Strength on any successful Executioner's Cleave.	1	4				3		1	Hacksilver	3000	Shop
	2	6				6		2	Hacksilver	1500	
	3	8				10		3	Hacksilver	2750	
									World Serpent Scale Fragment	15	
Versatile Warrior's Handle Adept Warrior—Increases Strength, Defense, and Luck. Upgrade to increase additional Stats.	2	2		2		2		1			Favor: Unfinished Business
	3	3	3	3		3		2	Hacksilver	1500	
									Corrupted Remnant	1	
	4	4	4	4		4	4	3	Hacksilver	1500	
									Corrupted Remnant	1	
	5	5	5	5	5	5	5	4	Hacksilver	1500	
									Corrupted Remnant	1	
RARE		**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				

Grip of Völunder Warrior's Protective Barrier—Very low Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, on any successful axe hit.	3	6		6				1			Complete Favor: Second Hand Soul
	4	8		8				2	Hacksilver	4200	
									World Serpent Scale Fragment	45	
	5	10		12				3	Hacksilver	9000	
									World Serpent Scale	5	
Ymir's Breath Ymir's Vengeance—Low Perk activation chance to create a Frost explosion on any successful axe hit.	3	4	10			3		1			Isle of Death Legendary Chest
	4	6	12			6		2	Hacksilver	4200	
									Eternal Frost	1	
									World Serpent Scale	5	
	5	8	15			10		3	Hacksilver	9000	
									Eternal Frost	1	
									World Serpent Scale	10	
Deadly Grip of Fury Slayer's Rage Burst—Successful axe kills grant a Rage Burst.	3	10						1			Stone Falls Legendary Chest
	4	12						2	Hacksilver	4200	
									World Serpent Scale Fragment	45	
	5	16						3	Hacksilver	9000	
									World Serpent Scale	5	
Light Grip of Protection Rising Protective Barrier—High Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, after launching an enemy into the air.	3	4		4	6			1	Hacksilver	7500	Shop
	4	6		6	8			2	Hacksilver	4200	
									World Serpent Husk Fragment	45	
	5	8		8	10			3	Hacksilver	9000	
									World Serpent Scale	5	

Light War Handle Rising Strength—High Perk activation chance to grant a Gift of Strength after launching an enemy into the air.	3	4	6			6		1	Hacksilver	7500	Shop
	4	6	8			10		2	Hacksilver	4200	
									World Serpent Scale Fragment	45	
	5	8	10			13		3	Hacksilver	9000	
									World Serpent Scale	5	
POMMEL	**LEVEL**	**STATS**						**UPGRADE**	**RESOURCE**	**COST**	**LOCATION**
RARE		**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
Deadly Grip of Vitality Slayer's Health Burst—Successful axe kills grant a Health Burst.	3	4			10			1	Hacksilver	7500	Shop
	4	6			12			2	Hacksilver	4200	
									World Serpent Husk Fragment	45	
	5	8			16			3	Hacksilver	9000	
									World Serpent Scale	5	
Weighted Grip of Restoration Executioner's Health Burst—High Perk activation chance to grant a Health Burst on any successful Executioner's Cleave.	3	6			8	6		1	Hacksilver	7500	Shop
	4	8			10	10		2	Hacksilver	4200	
									World Serpent Husk Fragment	45	
	5	10			12	13		3	Hacksilver	9000	
									World Serpent Scale	5	
Curved Grip of Restoration Marksman's Health Burst—High Perk activation chance to grant a Health Burst on any successful precision throw.	3	8				10		1	Hacksilver	7500	Shop
	4	10				13		2	Hacksilver	4200	
									World Serpent Husk Fragment	45	
	5	12				15		3	Hacksilver	9000	
									World Serpent Scale	5	
LEGENDARY		**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				

Surtr's Grip of Flame Wrath of Flame—Low Perk activation chance to grant Wrath of Flame on any successful hit. Wrath of Flame greatly increases Strength, restores a small amount of Health, and fires a wave of energy on normal attacks.	4	8	13					1	Hacksilver	10000	Muspelheim Shop
									Smoldering Ember	14	
	5	12	17					2	Hacksilver	20000	
									Smoldering Ember	16	
									Crest of Flame	8	
	6	16	22					3	Hacksilver	70000	
									Smoldering Ember	30	
									Greater Crest of Flame	5	
									Crest of Surtr	1	
Grip of Tanngiost Fist of Thor—Low Perk activation chance to strike with an explosion of lightning that inflicts Shock damage to all nearby enemies on any successful axe hit.	2	6	6			6		1			Veithurgard Dirt Dig (Favor: Hammer Fall)
	5	12	12			13		2	Hacksilver	9000	
									Leiptr Alloy	2	
									World Serpent Scale	10	
	7	16	15			15		3	Hacksilver	20000	
									Leiptr Alloy	1	
									World Serpent Scale	20	
Hræzla Farmaðr's Grip Warrior's Health Burst—Low Perk activation chance to grant a Health Burst on any successful axe hit.	3	2			6	13		1			Complete Favor: Family Business
	4	4			10	15		2	Hacksilver	4200	
									Oblivion Stone	1	
									World Serpent Scale	5	
	5	6			12	18		3	Hacksilver	9000	
									Oblivion Stone	1	
									World Serpent Scale	10	

Forbidden Grip of the Ages Word of Ages—An ancient relic that increases all of Kratos' Stats. Adds a concussive wave to the end of the R1 combo.	3	8	6	6	6	6	6	1			Realm Tear (Secret Caldera)
	4	10	8	8	8	8	8	2	Hacksilver	4200	
									World Serpent Scale	5	
	5	12	10	10	10	10	10	3	Hacksilver	9000	
									World Serpent Scale	10	
Grip of the Maze Cleansing Light—Very high Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful kill. Passively grants resistance to the Cursed Mist.	6	12			8	18		1	Hacksilver	9000	[Shop]
									Mist Echoes	1500	
	7	14			10	18		2	Hacksilver	20000	
									Mist Echoes	2000	
									Niflheim Alloy Fragment	5	
	8	16			12	20		3	Hacksilver	35000	
									Mist Echoes	2500	
									Haze Weave	3	
EPIC		**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
Mistbourne Healing Mist—Low Perk activation chance to grant Healing Mist on any successful hit. Healing Mist regenerates Health and increases Runic.	6	12		6	15			1			Niflheim Realm Tear (20,000 Mist Echoes, Soul Devourer)
	7	14		8	18			2	Hacksilver	35000	
									Haze Weave	3	
									Mist Echoes	1250	
	8	16		12	22			3	Hacksilver	70000	
									Aesirbane	1	
									Mist Echoes	2000	
Blightbringer Curse of the Mist—Low Perk activation chance to strike with an explosive curse that inflicts Weakness to enemies on any successful hit.	6	12	8	15				1			Niflheim Center Chamber Legendary Chest (7500 Mist Echoes)
	7	14	10	18				2	Hacksilver	35000	
									Niflheim Alloy Fragment	5	
									Mist Echoes	2000	
	8	16	12	20		15		3	Hacksilver	70000	
									Haze Weave	3	

									Mist Echoes	2500	
Valkyrie's Might Strike of the Valkyrie—Moderate Perk activation chance on any successful Executioner's Cleave to grant Strike of the Valkyrie, causing a massive explosion on the next attack. Low Perk activation chance to cause an explosion on any successful hit.	6	10	10			16		1			Niflhim Valkyrie—Eir Drop
	7	12	12			18		2	Hacksilver	35000	
									Asgardian Steel	2	
	8	14	15			22		3	Hacksilver	70000	
									Perfect Asgardian Steel	1	
Wing of the Fallen Power of the Valkyrie—Moderate Perk activation chance on any successful kill to grant Power of the Valkyrie, increasing Runic and Strength. (Stacks up to 3 times max.)	6	16					6	1			Niflheim Valkyrie—Hildr Drop
	7	19					8	2	Hacksilver	35000	
									Asgardian Steel	2	
	8	24					10	3	Hacksilver	70000	
									Perfect Asgardian Steel	1	
Retribution Queen's Wrath—R1 axe throw and recall become incredibly powerful. Low Perk activation chance to strike with a massively damaging explosion on any successful hit.	6	12				10	15	1			Council of Valkyries—Sigrun Drop
	7	14				13	18	2	Hacksilver	35000	
									Perfect Asgardian Steel	1	
	8	16				15	20	3	Hacksilver	70000	
									Perfect Asgardian Steel	1	

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Weapons and Shield

Blades of Chaos

Midway through his Journey, Kratos realizes that his Leviathan Axe may not be enough to tackle the realms he must travel. He finds himself digging out a relic from the past, one that is full of unwanted memories. With the Blades of Chaos strapped to his wrists, Kratos now has a spectacular alternative to his axe.

While the Leviathan Axe does a lot of damage with every hit, the Blades of Chaos have a wider area of attack. The axe slows enemies with Frost, while the Blades have the potential to cause damage over time with Burn. Monsters often have a weakness to one or the other, so it is a good idea to switch it up based on the situation.

Upgrades

Complete certain tasks to receive Chaos Flames, which can be taken to Brok or Sindri in exchange for an upgrade to the Blades. Upgrades increase Kratos' Runic Stat and unlock new Skills.

The following table shows how each Chaos Flame is obtained and how much Runic is increased.

UPGRADE	RUNIC	HOW CHAOS FLAME IS OBTAINED
I	5	Receive Blades as Upgrade I
II	10	Defeat Máttugr Helson in Helheim
III	20	Defeat the Trolls in Týr's Vault after collecting the Black Rune Stone
IV	35	Defeat the Hel-Traveler during the escape of Helheim
V	50	Purchased from Shop w/Raging Inferno of Muspelheim (Earned by defeating Valkyrie Göndul at the top of Muspelheim)

Skills

Blades of Chaos Skills are split into two categories, Melee Combat and Elemental Combat. The weapon benefits greatly from the wide swath that it cuts through groups of enemies. Many Skills add to this strength, such as Whirling Chaos Strike that attacks all enemies around Kratos and Spinning Chaos with its leaping-spin attack.

Spear of Chaos gives Kratos the ability to pull an enemy in close for some melee action; switch to the Leviathan Axe for more powerful attacks. Three Skills that are unlocked with the final Chaos Flame increase Stats.

Here we provide a complete list of every Skill available for the Blades of Chaos. XP Costs, upgrades required, and Stat Bonuses listed for each one.

SKILL	XP COST	UNLOCK TIER	PREREQUISITE	STAT BONUS	REQUIREMENT
MELEE CONTROL					
Rushing Chaos While sprinting, press R1 to execute a powerful double-slash attack that staggers enemies. The move hits a wide area, making it a great way to introduce yourself to a group of grunts.	500	1	None	Increased resistance to interruption during this attack.	
				Vitality	75
Rising Fury Hold R2 to perform a powerful attack that launches enemies into the air. The move takes a while to develop and you are vulnerable to attack. Knocks weaker and smaller enemies into the air, so you can juggle them by continuing a combo.	2000	1	None	Adds a fire-bomb to any enemies hit by this attack.	
				Runic	250
Plume of Chaos Press R2 during the second-to-last light combo attack to add a Heavy Combo Finisher. A Light Combo is six attacks long, ending in a flourish as Kratos whips both Blades forward. Press R2 during the fifth swing to cause him to finish with the Heavy Finisher instead, a massive ground slam that torches the ground and causes massive damage.	1000	2	None	Adds a Burn hazard on impact location.Adds a series of Burn cluster bombs.	
				Runic	175/125
Whirling Chaos Hold R1 to perform a powerful attack that strikes all enemies around Kratos. Continue to hold R1 to cause Kratos to skip and repeat the attack until the button is released.	1000	2	None	Increased resistance to interruption during this attack.	
				Vitality	125
Chaos Slam While sprinting, Press R2 to leap into the air and perform a powerful chain-slam attack. The hit causes a lot of damage, but is best against one enemy.	1500	3	None	Increased resistance to interruption during this attack.	
				Vitality	125
Spinning Chaos Strike While evading, Hold left stick forward and Press R1 to perform a leaping spin attack. Perform this move out of any evade to launch into a group of enemies with Blades fully extended.	1000	3	None	Increased resistance to interruption during this attack.	
				Vitality	225
Retreating Slash While evading, Hold left stick back and Press R1 to attack all enemies in a large radius. This maneuver allows you to fend off any nearby enemies as you evade out of trouble.	2000	3	None	Increased resistance to interruption during this attack.	
				Vitality	75
Chaotic Rampage Switch stances by pausing momentarily after any Blades of Chaos attack. Once in new stance, Press R1 to perform a flurry of close-range attacks. Pause after any attack with the Blades of Chaos and then press R1 to release the flurry of strikes. You know you have entered delay stance when both Blades are ablaze out in front of Kratos' body.	3000	4	None		
Chaotic Frenzy Increases the number of strikes in the Chaotic Rampage attack by 2.	1000	5	Chaotic Rampage	Increased resistance to interruption during this attack.	
				Vitality	200
Chaotic Flurry Switch stances by pausing momentarily after any Blades of Chaos attack. Once in new stance, Press R2 to perform an explosive triple-stab dash attack. This gives you a more powerful move out of the delay stance, as Kratos lunges into his target and delivers the three stabs. Note that your next button press out of this stance must be R1 or R2. Otherwise, Kratos resets to his normal stance.	1500	5	Chaotic Rampage	Increased resistance to interruption during this attack.	
				Vitality	200

Chaotic Concussion Press R2 after the Chaotic Flurry attack to perform a powerful follow-up stab that plants a detonating bomb on any enemies hit, inflicting additional Burn damage. After a few seconds, the bomb detonates inside them — staggering them for a moment and causing decent damage.	1500	5	Chaotic Flurry	Increased resistance to interruption during this attack.	
				Vitality	200
ELEMENTAL COMBAT					
Spear of Chaos While aiming, press R1 to impale an enemy and yank him towards Kratos. This move is a great way to pull one enemy out of a pack. It is most effective against even or weaker enemies. More powerful foes simply laugh at Kratos as the Blades immediately release from their bodies. The Chaos Spear is the best way to dispose of pesky Nightmares. After pulling the flier in, you have a moment to aim before throwing the "explosive" back at the enemy.	3000	1	None		
Elemental Surge After impaling an enemy with the Spear of Chaos attack, hold R1 to send an Elemental wave of energy down the chain, blasting and launching the enemy into the air. This makes the Chaos Spear viable against stronger enemies, hitting them with the energy as opposed to attempting to yank them in.	3000	3	Spear of Chaos	Adds a fire bomb to any enemies hit by this attack.	
				Runic	250
Elemental Explosion Increases the size and damage caused by the Elemental Surge explosion, launching all enemies in range and inflicting additional Burn damage. Send the wave of energy into a pack of grunts and watch the explosion disperse the group. This also works an an alternate way to damage a large enemy from range.	2000	3	Elemental Surge		
Engulfing Spear The Spear of Chaos attack creates a minor fire explosion on contact, inflicting Burn damage.	3000	4	None		
Immolation Perform attacks in quick succession without sustaining damage to power up the Blades of Chaos and inflict Burn damage on every hit. Bonus to Luck and Runic. Immolation is similar to Perfmafrost for the Leviathan Axe. It is a must purchase if you prefer to use melee attacks. It requires quick, successive hits while evading all incoming attacks.	2000	1	None		
SKILL	**XP COST**	**UNLOCK TIER**	**PREREQUISITE**	**STAT BONUS**	**REQUIREMENT**
ELEMENTAL COMBAT					
Furious Immolation Increases the rate of Immolation gained on every successful Blades hit. This simplifies the process of building the Immolation meter, requiring much fewer attacks before momentum is reached. Remember that a few seconds without hitting an enemy resets the meter.	2000	2	Immolation		
Elemental Slash Aim and press R2 to perform a powerful sweeping attack that inflicts heavy Burn damage. Kratos swings the Blades in a wide arc, adding Burn to any enemy within range.	1500	1	None		
Elemental Charge Aim and hold R2 to charge up Burn damage inflicted upon impact. As Kratos spins the Blades around while charging up the attack, you are vulnerable. Be ready to quickly evade or release the attack early if necessary. Once the Blades are set ablaze, release R2 to perform the move.	2000	3	Elemental Slash	Shortens charge time.	
				COOLDOWN	100

Elemental Overcharge While aiming, hold R2 to charge the Blades of Chaos even further and release a powerful Elemental Slash inflicting massive Burn damage in a wide area. Overcharge improves the Elemental Slash in damage and area, but since it takes so long to charge, you need to be aware of any incoming attacks and quickly evade if necessary.	4500	4	Elemental Charge	
Essence of Athena Permanently increases Luck by 10.	10000	5	None	
Essence of Ares Permanently increases Strength by 10.	10000	5	None	
Essence of Zeus Permanently increases Runic by 10.	10000	5	None	

A selection of light and heavy Runic Attacks provides powerful attacks for the Blades of Chaos. Look out for Gift of Apollo which enhances the Blades so that every hit returns a small amount of health, along with a boost in strength and speed once upgraded. Refer to the following table for location, cooldown time, type of attack, Attributes, and upgrade costs for every Runic Attack.

RUNIC ATTACK	COOLDOWN	IMPACT	DMG	BURN	STUN	XP COST	CATCH-UP		LOCATION
LIGHT SPECIALS									
Cyclone of Chaos A circling sweep attack that clears out all nearby enemies.	54 secs	Area	2	0	1	0	Hacksilver	50000	Helheim Legendary Chest (Requies Winds of Hel)
Level 2 Increases the duration and damage of the attack, as well as the total number of hits.			2	0	2	3250	Aegir's Gold	30	
Level 3 Greatly increases the duration and damage of the attack, as well as the total number of hits.			3	0	2	13000			
Nemean Crush A massive shockwave attack that sends all enemies flying back.	54 secs	Area	2	3	1	0	Hacksilver	75000	Helheim Tower Beach —Death Eater Drop
Level 2 Inflicts a small amount of Burn damage, and slightly increases the radius of the explosion.			2	4	1	4500	Aegir's Gold	40	
Level 3 Greatly increases the Burn damage inflicted and the radius of the explosion.			3	5	2	18000			

Rampage of the Furies A robust flurry attack that ends in a powerful slam. Kratos attacks straight ahead throughout the combo, but you can guide him into enemies by pushing to the left and right.	36 secs	Melee	3	0	0	0	Hacksilver	50000	River Pass (Witch's Cavern)—Requires Winds of Hel
Level 2 Inflicts a small amount of Burn damage on every hit.			4	2	0	1500	Aegir's Gold	30	
Level 3 Greatly increases the radius and impact of the final slam attack.			5	3	1	6000			
Rage of the Titans A rapid blade attack that ends in a devastating swipe that launches enemies into the air.	54 secs	Melee	3	0	1	0	Hacksilver	75000	Buri's Storeroom Legendary Chest (Requires Blades of Chaos)
Level 2 Inflicts a small amount of Burn damage on every hit.			4	1	1	1500	Aegir's Gold	40	
Level 3 Adds an incredibly powerful slam attack that creates a large explosion.			5	1	2	6000			
Icarus Storm A spinning attack that hits all enemies along its path.	36 secs	Melee	2	0	3	0	Hacksilver	50000	Helheim (Escape) Legendary Chest
Level 2 Throws out the Blades of Chaos while spinning, greatly increasing the range of the attack.			3	0	4	1500	Aegir's Gold	30	
Level 3 Inflicts a moderate amount of Burn damage on every hit.			4	1	4	6000			
Wrath of Artemis A slash attack that protects Kratos by pushing away all nearby enemies.	24 secs	Melee	2	0	3	0	Hacksilver	75000	Troll Boss—Dauði Munr Drop
Level 2 Pressing R1 again after the first slash performs a second criss-cross attack that launches enemies into the air.			3	1	4	1500	Aegir's Gold	40	
Level 3 Inflicts a large amount of Stun and Burn damage on the second attack.			3	2	5	6000			

Blast of Hephaestus A quick, fiery blast of energy that inflicts a small amount of Burn damage.	36 secs	Aimed	1	3	1	0	Hacksilver	50000	Foothills Legendary Chest (Requires Winds of Hel)
Level 2 Increases the size of the blast, and inflicts a small amount of Stun damage.			2	4	2	3250	Aegir's Gold	30	
Level 3 Greatly increases the size of the blast and the amount of Stun damage inflicted.			3	5	3	13000			
Spartan Charge A dash attack that slams enemies with a fiery shield and inflicts a small amount of Burn damage.	24 secs	Melee	3	1	3	0	Hacksilver	N/A	Helheim Legendary Chest
Level 2 Applies a final explosive blast to the slam attack, and greatly increases the Burn damage inflicted.			3	2	4	1500	Aegir's Gold	N/A	
Level 3 Pressing R2 after dashing performs a Shield Slam follow up that launches enemies into the air.			4	2	4	6000			
RUNIC ATTACK	**COOLDOWN**	**IMPACT**	**DMG**	**BURN**	**STUN**	**XP COST**	**CATCH-UP**		**LOCATION**
HEAVY SPECIALS									
Tartarus Rage A destructive slam attack that hits enemies with 2 Blade slams.	54 secs	Area	3	0	1	0	Hacksilver	50000	Týr's Vault—Grendel Trolls Drop
Level 2 Holding R2 charges up and creates a more powerful finishing slam.			4	0	2	4500	Aegir's Gold	30	
Level 3 Increases the power of the final slam.			5	0	3	18000			
Fire of Ares A slam attack that sends out a fiery wave.	90 secs	Area	3	2	0	0	Hacksilver	75000	Complete Favor: Hail to the King
Level 2 Pressing R2 after the first wave slams down a second wave.			4	3	0	3250	Aegir's Gold	40	
Level 3 Pressing R2 after the first and second waves slams down a third wave.			4	4	0	13000			

Prometheus Flame A deadly slam attack that creates a small tear under up to 4 enemies before summoning a large pillar of flame beneath them.	90 secs	Area	2	3	0	0	Hacksilver	N/A	Konùnsgard's Stronghold—Legendary Chest (Favor: Hail to the King)
Level 2 Greatly increases the size of the pillar of flame.			3	4	0	4500	Aegir's Gold	N/A	
Level 3 Doubles the number of possible targets from 4 to 8.			3	5	0	18000			
Hyperion Slam A massive slam attack that causes a destructive explosion.	60 secs	Area	3	2	0	0	Hacksilver	50000	The Mountain (Return Visit) Legendary Chest (Requires Winds of Hel)
Level 2 Greatly increases the size of the explosion.			3	3	0	1500	Aegir's Gold	30	
Level 3 Leaves behind a small hazard that inflicts Burn damage to enemies.			4	4	0	6000			
Meteoric Slam Create a massive shard of fire with the Blades of Chaos before slamming them down and shattering the shard into several pieces, raining fire down in a wide arc away from Kratos and inflicting Burn damage. Be sure you have room to perform this move as you are vulnerable while charging the attack.	120 secs	Area	3	3	0	0	Hacksilver	50000	Muspelheim Shop
Level 2 Increases the number of pieces the shard is shattered into, increasing the effective area.			3	4	0	4500	Aegir's Gold	30	
Level 3 Increases the amount of Burn damage each shard explosion inflicts.			4	5	0	18000			
Hyperion Grapple Tosses the Blades of Chaos towards an enemy and on contact, launches Kratos towards them to inflict a large amount of Stun damage.	36 secs	Aimed	3	0	2	0	Hacksilver	75000	The Hall of Týr Legendary Chest (Journey: A Path to Jötunheim)
Level 2 Cause a massive area-of-effect concussion on impact with the enemy, hitting all enemies nearby.			4	1	3	3250	Aegir's Gold	40	
Level 3 Massively increases the severity of the Stun damage caused by impact.			4	2	4	13000			

Gift of Apollo Temporarily enhance the Blades of Chaos so that every hit gives Kratos a small amount of Health.	120 secs	Melee	3	2	0	0	Hacksilver	N/A	Niflheim Realm Tear (10,000 Mist Echoes, Ogres x3)
Level 2 Increases the duration, and adds a small bonus to normal attacks while active.			4	3	0	4500	Aegir's Gold	N/A	
Level 3 Further increases the duration, adds a bonus to normal attacks while active, and increases the speed of Kratos' attacks by a small amount.			5	3	0	18000			

Blades Pommels

As soon as you defeat the Helheim Bridge Keeper a set of Pommels for the Blades of Chaos becomes available at Brok and Sindri's shops. The following table provides a full list of available Pommels along with Stats, upgrade costs, and where to find them.

POMMELS	LEVEL	STATS						UPGRADE	RESOURCE	COST	LOCATION
COMMON		STR	RUN	DEF	VIT	LCK	CLD				
Wooden Blade Grips Spartan's Heritage—Crude wooden blade grips. Cannot be sold.	1	8						1			Start with this Pommel
RARE		STR	RUN	DEF	VIT	LCK	CLD				
Deadly Grips of Vitality Slayer's Health Burst—Low Perk activation chance to grant a Health Burst on any successful kill.	5	8			10			1			Konùnsgard Stronghold—Hel-Traveler Drop
	6	12			16			2	Hacksilver	20000	
									World Serpent Scale	20	
	7	14			20			3	Hacksilver	35000	
									World Serpent Scale	30	
Weightless Grip of Protection Rising Protective Barrier—Moderate Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, on successfully landing Rising Fury on an enemy.	5	10		10				1			Týr's Vault Legendary Chest
	6	12		15				2	Hacksilver	20000	
									World Serpent Scale	20	
	7	14		18				3	Hacksilver	35000	
									World Serpent Scale	30	

Deadly Grips of Protection Slayer's Defense—Low Perk activation chance to grant a Gift of Defense on any successful kill.	4	8		8		10		1	Hacksilver	10000	Shop
	5	10		10		13		2	Hacksilver	9000	
									World Serpent Scale	10	
	6	12		15		15		3	Hacksilver	20000	
									World Serpent Scale	20	
Deadly Grips of Magic Slayer's Runic—Low Perk activation chance to grant a Blessing of Runic on any successful kill.	4	8	10				6	1	Hacksilver	10000	Shop
	5	10	12				8	2	Hacksilver	9000	
									World Serpent Scale	10	
	6	12	15				10	3	Hacksilver	20000	
									World Serpent Scale	20	
Deadly Recovery Handles Slayer's Cooldown—Low Perk activation chance to grant a Blessing of Cooldown on any successful kill.	4	8					8	1	Hacksilver	10000	Shop
	5	10					10	2	Hacksilver	9000	
									World Serpent Scale	10	
	6	12					15	3	Hacksilver	20000	
									World Serpent Scale	20	
Precision War Handles Piercing Strength—Moderate Perk activation chance to grant a Gift of Strength on successfully landing Spear of Chaos on an airborne enemy.	4	12				6		1	Hacksilver	10000	Shop
	5	16				10		2	Hacksilver	9000	
									World Serpent Scale	10	
	6	18				13		3	Hacksilver	20000	
									World Serpent Scale	20	

Precision Grips of Fortification Piercing Defense—Moderate Perk activation chance to grant a Gift of Defense on successfully landing Spear of Chaos on an airborne enemy.	4	8		8				1	Hacksilver	10000	Shop
	5	10		10				2	Hacksilver	9000	
									World Serpent Scale	10	
	6	12		15				3	Hacksilver	20000	
									World Serpent Scale	20	
Precision Recovery Handles Piercing Cooldown—Moderate Perk activation chance to grant a Blessing of Cooldown on successfully landing Spear of Chaos on an airborne enemy.	4	8					8	1	Hacksilver	10000	Shop
	5	10					10	2	Hacksilver	9000	
									World Serpent Scale	10	
	6	12					15	3	Hacksilver	20000	
									World Serpent Scale	20	
Weightless War Handles Rising Strength—Moderate Perk activation chance to grant a Gift of Strength on successfully landing Rising Fury on an enemy.	5	10				13		1			Lake of Nine—West side of outer walkway (Requires Blades of Chaos)
	6	12				15		2	Hacksilver	20000	
									World Serpent Scale	10	
	7	14				18		3	Hacksilver	35000	
									World Serpent Scale	20	
Deadly War Handles Slayer's Strength—Low Perk activation chance to grant a Gift of Strength on any successful kill.	4	10	6			10		1			Helheim—Hel-Traveler Drop
	5	12	8			13		2	Hacksilver	9000	
									World Serpent Scale	10	
	6	16	10			15		3	Hacksilver	20000	
									World Serpent Scale	20	
	4	12	6					1	Hacksilver	10000	

Deadly Grips of Fury Slayer's Rage Burst—Low Perk activation chance to grant a Rage Burst on any successful kill.	5	16	8					2	Hacksilver	9000	Shop
									World Serpent Scale	10	
	6	18	10					3	Hacksilver	20000	
									World Serpent Scale	20	
POMMELS	**LEVEL**	**STATS**						**UPGRADE**	**RESOURCE**	**COST**	**LOCATION**
LEGENDARY		**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
Grips of the Forgotten Flame Aura of Fire—Moderate Perk activation chance on any successful hit to grant Aura of Fire, increasing Strength and restoring a small amount of Health.	4	8			10	6		1	Hacksilver	10000	Muspelheim Shop
									Smoldering Ember	14	
	6	12			16	10		2	Hacksilver	20000	
									Smoldering Ember	16	
									Crest of Flame	8	
	8	16			22	13		3	Hacksilver	70000	
									Smoldering Ember	30	
									Greater Crest of Flame	5	
									Crest of Surtr	1	
Explosive Grips of Fire Flametongue—Low Perk activation chance to strike with a fiery explosion that inflicts Burn damage to all nearby enemies on any successful Blades hit.	5	10				18		1			Isle of Death Legendary Chest (Requires Blades of Chaos)
	6	12				20		2	Hacksilver	20000	
									Unyielding Cinders	1	
									World Serpent Scale	10	
	7	14				22		3	Hacksilver	35000	
									Unyielding Cinders	1	
									World Serpent Scale	20	

Grips of the Cursed Flame Gift of Fire—Low Perk activation chance to plant a 3-second delayed fire bomb on enemies on any successful Blades hit.	6	12	15					1			Cliffs of the Raven Legendary Chest (Requires Winds of Hel)
	7	12	18					2	Hacksilver	35000	
									Unstable ore	1	
									World Serpent Scale	20	
	8	12	22					3	Hacksilver	70000	
									Unstable ore	1	
									World Serpent Scale	30	
EPIC		**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
Grips of the Valkyrie Power of the Valkyrie—Low Perk activation chance on any successful Blades hit to grant Power of the Valkyrie, increasing Strength and Runic. (Stacks up to 3 times max.)	6	12	10				10	1			Helheim—Valkyrie Rota Drop
	7	14	12				15	2	Hacksilver	35000	
									Asgardian Steel	2	
	8	16	12				18	3	Hacksilver	70000	
									Perfect Asgardian Steel	1	
Blightguard Explosive Blight—Low Perk activation chance to strike with an explosive curse that inflicts Weakness to enemies on any successful hit.	6	12		18	8			1			Niflheim Center Chamber Legendary Chest (7500 Mist Echoes)
	7	14		20	10			2	Mist Echoes	2000	
									Niflheim Alloy Fragment	5	
									Hacksilver	35000	
	8	16		22	12			3	Mist Echoes	2500	
									Haze Weave	3	
									Hacksilver	70000	

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Weapons and Shield

Guardian Shield

Kratos carries a collapsible shield attached to his left gauntlet. When you hold down the L1 button, the shield extracts, allowing you to block incoming strikes. Weaker attacks are deflected without incident, while stronger foes may push you back or break the block.

Kratos uses the shield in bare-handed combat, stringing together fist and shield strikes into combos. The shield is best used for parrying an enemy's attack.

By tapping the L1 button just before an enemy's strike makes contact with Kratos, you can turn the attack against the enemy and follow up with your own counterattack.

Parries are extremely effective, but the timing required to pull them off can be tricky. A Draugr swings its sword in a deliberate motion; by parrying midway through the move, Kratos knocks it back with the Guardian Shield. Other attacks may take more practice to figure out, but it's well worth the effort.

Parries are most effective against equal- or lower-level enemies.

Skills

The Shield Combat Skills available to Kratos build on the bare-handed move set and greatly improve counterstrikes. You can even gain the ability to send projectiles back at a long-range attacker with Countering Blast. The Rage Combat Skill tree provides new attacks when in Rage Mode. Invest early in the following Skills and practice your counters to become more effective in combat.

SKILL	XP COST	PREREQUISITE	STAT BONUS	REQUIREMENT
SHIELD COMBAT				
Block Break Double-tap L1 to break an enemy's block. This allows you to attack a shield enemy from the front, knocking their shield out of the way and following up with an attack. Block Break can also be used against enemies who block with a two-handed weapon. Weaker enemies can be knocked into the air with this move, allowing you to juggle.	500	None	Create a massive concussive blast on impact that sends enemies flying into the air.	
			Defense	300
Countering Strike Press R1 after a last-second block to counter the attack with a powerful shield strike. This great follow-up to your counters knocks weaker enemies backward. Add extra damage to this attack by knocking the enemy into a wall.	1000	Block Break		
Countering Crush Press R2 after a last-second block to counter the attack with a shield slam. Kratos plows his shield into the ground just in front of the enemy, causing damage to anyone in the immediate area. Lighter monsters may pop up into the air, allowing you to juggle them.	1500	Countering Strike		
Countering Blast Blocking a projectile attack at the last second absorbs the impact and redirects a projectile back toward the attacker. This works against missile-type attacks, such as the Hel-Shadow Archer's javelin or Projectile Draugr's fireball. Time slows down for a second, giving you time to alter your aim; you don't have to deflect the attack back at the caster. Making no adjustment sends the projectile back at the sender.	3000	None		
SKILL	XP COST	PREREQUISITE	STAT BONUS	REQUIREMENT
SHIELD COMBAT				
Guardian Sweep While bare-handed, hold R1 to sweep enemies off their feet and inflict a moderate amount of Stun damage. Kratos performs a powerful strike with his right fist, followed by a shield sweep. This attack has the greatest effect against smaller enemies, as it knocks them off their feet. Bigger foes may become staggered for a moment. You're vulnerable for a second while performing this move, so use it just after evading or when the enemy is staggered.	1500	None	Adds a medium-range concussive blast that inflicts additional Stun damage.	
			Defense	250
Guardian's Justice While bare-handed, hold R2 to perform a shield slam and inflict a moderate amount of Stun damage. After a short pause, Kratos spins around and lunges forward, putting all his momentum into a shield bash. This is a powerful move, but be careful not to start the move with an incoming attack, since there's a moment of vulnerability.	2000	None	Adds a medium-range concussive blast that inflicts additional Stun damage.	
			Defense	250
Guardian's Judgement Press R2 after performing a Guardian's Justice to a concussive blast to the attack that inflicts a massive amount of Stun damage on enemies. This adds a second powerful attack to the shield slam, significantly increasing the enemy's Stun meter. The two-hit combo has a great chance to stagger your opponent.	3000	Guardian's Justice		
Agile Strike While bare-handed and evading, hold the left stick forward and press to perform a quick attack. Use the Agile Strike to dash in against a vulnerable enemy, and follow it up with a combo. This attack has the ability to knock a weaker foe into the air.	1000	None	Adds a medium-range concussive blast that applies Stun damage.	
			Defense	250
Haymaker's Crush While sprinting Bare-Handed, Press R1 to perform a powerful running haymaker attack that sends enemies tumbling a great distance. Catch an enemy off guard by rushing in and hitting with this strong bare-handed strike. If this staggers the enemy, follow up with a combo. Be ready to quickly evade if your opponent is unimpressed.	1500	None	Increased resistance to interruption during this attack.	
			Vitality	75
Shoulder Barrage While sprinting bare-handed, press R2 to perform a powerful shoulder-ram attack that sends enemies flying back. Rush into a pack of enemies and perform this maneuver to clear the area. Add bonus damage by knocking them into a wall. The distance enemies are knocked back depends on their size and level.	2000	None	Adds a medium-range concussive blast that applies Stun damage.	
			Defense	250
Guardian's Revenge Switch stances by quickly pausing after any Bare-Handed attack. Once in new stance, Press R1 to perform a powerful uppercut. Kratos takes a moment to thrust his arms back to the sides, leaving you temporarily vulnerable. The uppercut attack is capable of launching multiple enemies into the air.	3000	None	Increased resistance to interruption during this attack.	
			Vitality	200
Guardian's Fury Switch stances by quickly pausing after any Bare-Handed attack. Once in new stance, Press R2 to perform a leaping shield attack. This provides the ability to attack from a distance out of the delay stance.	2000	Guardian's Revenge	Increased resistance to interruption during this attack.	
			Vitality	200
RAGE COMBAT				
Fury Strike (In Spartan Rage) Press R1 to perform a dashing punch to an enemy. Press again repeatedly to deliver a combo of rapid blows.	0	None		
Fury Drive (In Spartan Rage) Hold R1 to deliver a forceful haymaker that knocks enemies backward at great speed. Hit the enemy into another or the wall for added effect. Fury Drive has the potential to greatly increase a foe's Stun meter.	500	Fury Strike		
Fury Beatdown (In Spartan Rage) Continue pressing R1 to extend the length of punches after a Fury Strike.	1500	Fury Drive		
Spartan Stomp (In Spartan Rage) Press L1 to do a quick stomp that damages and disrupts all nearby enemies. Use the stomp to clear out a group of enemies and stagger them.	1000	None		
Spartan Surge (In Spartan Rage) Hold L1 to charge up a powerful stomp that can launch nearby enemies airborne.	3000	Spartan Stomp		
Raging Smash (In Spartan Rage) Press R2 to jump into the air and slam back down with extreme force, blasting away enemies in front of you.	0	None		
Raging Ultimatum (In Spartan Rage) Hold R2 to perform a more powerful Raging Smash attack with a much wider area-of-effect. Use this stronger attack against groups of grunts to quickly wipe them out in Rage Mode. Adjust your aim while charging the leap when your enemies are on the move.	4500	Raging Smash		
Seething Earth (In Spartan Rage) Press L2 to pick up and hurl a large boulder from the ground that explodes on impact and deals massive damage. Bring out your inner Ogre with this powerful attack.	10000	Raging Ultimatum		

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Weapons and Shield

Talon Bow

Atreus assists Kratos in combat with his trusty Talon Bow. At first he can be called on to shoot his standard arrows, but eventually he begins attacking enemies directly with his bow, using melee strikes and a grapple move. Complete the Alfheim portion of the Journey to receive Light Arrows, then defeat the dragon at the top of the Mountain for Shock Arrows.

By this time, Atreus is a fighting machine and a huge asset in combat. His bow is improved with upgrades, along with Magic and Expert Combat Skills. You also find Runic Summons as you explore the realms, which give Atreus the ability to call on animal spirits to aid in battle. In this section, we list all of these improvements, when they become available, and what they cost.

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Weapons and Shield

Upgrades

Atreus' Talon Bow can be upgraded five times at specific points during the Journey by visiting Brok or Sindri. There's a cost of Hacksilver and a second resource for each upgrade. You must purchase the upgrades in order; in other words, each upgrade is a prerequisite for the next.

The bow's power is increased and Skills are unlocked at each upgrade. With bow upgrade level VI, your quiver is fully recharged with arrows after summoning animals.

UPGRADE		WHEN AVAILABLE	HACKSILVER COST	RESOURCE COST
BOW UPGRADE				
Level I	N/A	Wildwoods Troll Fight	Start	
Level II	Increases arrow damage and makes new Talon Bow Skills available for purchase.	Start of River Pass	5000	Soft Svartalfheim Steel 2
Level III	Increases arrow damage and makes new Talon Bow Skills available for purchase.	Arrival at Lake of Nine	10000	Solid Svartalfheim Steel 3
Level IV	Increases arrow damage and makes new Talon Bow Skills available for purchase.	Return to Midgard after Alfheim	22500	Solid Svartalfheim Steel 3
Level V	Increases arrow damage and makes new Talon Bow Skills available for purchase.	Return to Mountain Summit to obtain Mimir's Head	45000	Hardened Svartalfheim Steel 3
Level VI	Increases arrow damage. Runic Summons fully recharge Atreus' quiver with arrows.	Heal Atreus	80000	Hardened Svartalfheim Steel 3
QUIVER UPGRADE				
Level II	Reduces the Talon Bow's arrow recharge time.	Arrival at Lake of Nine	5000	
Level III	Reduces the Talon Bow's arrow recharge time.	Return to Mountain Summit	25000	
Level IV	Increases arrow capacity to 4.	Second water drop	45000	

Skills

Atreus' Magic Combat Skills improve the effectiveness of his Light and Shock Arrows. Improve the Light Arrows in order to Weaken and Stun enemies more quickly. Purchasing the Shock Arrow Skills improves the Shock status effect and the Shocking Arc.

The Power and Dextrous Shot Skills increase Atreus' damage and bowshot firing rate. The final three Skills improve on his melee combat abilities.

MAGIC COMBAT SKILLS	XP COST	UNLOCK TIER	PREREQUISITE
Light Potency I: Light Arrows inflict more Stun damage to enemies.	250	2	None
Light Potency II: Light Arrows inflict a greater amount of Stun damage to enemies.	1000	3	Light Potency I
Light Potency III: Light Arrows inflict a massive amount of Stun damage to enemies.	2000	4	Light Potency II
Weaken Potency: Light Arrows increase Weaken status effect on enemies.	500	1	None
Explosive Power: Light Arrows cause larger explosions.	1500	3	None
Pure Light: Light Arrow explosions inflict Stun damage on hit.	3000	5	None
Shock Potency I: Shock Arrows inflict more Shock damage to enemies.	250	2	None
Shock Potency II: Shock Arrows inflict a greater amount of Shock damage to enemies.	1000	3	Shock Potency I
Shock Potency III: Shock Arrows inflict a massive amount of Shock damage to enemies.	2000	4	Shock Potency II
Power Overload: Shock Conduit can chain to a greater number of enemies.	500	1	None
Shock Conduit: Shock damage can now be chained between multiple enemies.	1500	3	None
Lasting Shock: Shock duration increased.	3000	5	None
EXPERT COMBAT SKILLS			
Ferocity: Atreus can perform a variety of high Stun attacks when enemies are near.	250	1	None
Acrobatics: While Atreus is choking an enemy, he can perform a combo movie if Kratos launches or hits the enemy far away.	500	1	None
Double Team: Atreus will help Kratos when enemies are in certain vulnerable states, or when Kratos is attacked.	250	1	None
Atreus Power I: Increase arrow damage and melee damage.	500	2	None
Atreus Power II: Greatly increases arrow damage and melee damage.	1500	3	Atreus Power I
Atreus Power III: Massively increases arrow damage and melee damage.	3000	4	Atreus Power II
Dexterous Shot I: Increases the Talon Bow's firing rate.	500	2	None
Dexterous Shot II: Greatly Increases the Talon Bow's firing rate.	1500	3	Dexterous Shot I
Dexterous Shot III: Massively increases the Talon Bow's firing rate.	3000	4	Dexterous Shot II

Runic Summons

There are six Runic Summons that provide unique abilities for Atreus. These are found inside chests throughout the realms of Midgard and Alfheim. One Runic Summon can be equipped at a time and called into action by holding the Square button. After each use, a cooldown time must elapse before it can be used again. Atreus can use Light or Shock Arrows with each one.

Each summon can be upgraded twice, providing improved Attributes and effects. The XP cost for each level is as follows:

UPGRADE	XP COST
Level 1	N/A
Level 2	3250
Level 3	13000

BOAR STAMPEDE

COOLDOWN	60 seconds
LOCATION	Thamur's Corpse—Stonebeard King Drop
TYPE OF ATTACK	Area

	LEVEL 1	LEVEL 2	LEVEL 3
Damage	0	1	1
Runic	1	2	2
Stun	3	4	5

Hold Square to summon a stampede of boars that charges forth where Kratos is facing. Put target(s) between Kratos and Atreus and be sure to look their way, since that decides the direction in which the boars charge. The boars run in a cone formation with three stragglers in the rear. This staggers weaker enemies in a wide area.

Level 2 - Summons an additional stampede of boars. Several more boars are tacked onto the back of the original stampede.

Level 3 - Summons two additional stampedes of boars. Adds even more boars onto the back of the stampede.

STORM OF THE ELKS

COOLDOWN	75 seconds
LOCATION	River Pass Witch's Yard Legendary Chest (Sand Puzzle)
TYPE OF ATTACK	Area

	LEVEL 1	LEVEL 2	LEVEL 3
Damage	3	4	5
Runic	1	1	1
Stun	1	1	1

Hold Square to summon a deer that discharges energy as it walks toward Kratos. As it discharges energy, nearby enemies are staggered for a moment. As the deer vanishes, it detonates and knocks nearby weak enemies into the air. Since the deer moves toward the player, place your target(s) between Atreus and Kratos for greatest effect. Hanging around the deer against melee enemies allows you to pummel them while they're zapped with the energy.

Level 2 - Increases duration to nine seconds, and range to eight meters.

Level 3 - Increases duration to 12 seconds, and range to 10 meters.

FALCONS' DIVE

COOLDOWN	90 seconds
LOCATION	The Mountain Legendary Chest
TYPE OF ATTACK	Area

	LEVEL 1	LEVEL 2	LEVEL 3
Damage	2	3	4
Runic	1	1	1
Stun	2	3	4

Hold Square to summon a cast of spectral falcons. The falcons fly around for a second before dive-bombing into the ground. This is best used while Kratos is engaged in close combat with a group of enemies, though the size of the area affected is fairly big.

Level 2 - Summons an additional cast of falcons.

Level 3 - Summons two additional casts of falcons.

MURDER OF CROWS

COOLDOWN	135 seconds
LOCATION	River Pass Legendary Chest
TYPE OF ATTACK	Area

	LEVEL 1	LEVEL 2	LEVEL 3
Damage	0	0	1
Runic	3	4	5
Stun	1	1	1

Hold Square to summon a murder of crows that swarms enemies.

The birds hassle any enemies in front of Kratos for several seconds before each one targets an enemy and hits with a small explosion of energy. Take advantage of the opportunity, as weaker enemies are staggered by the pests.

Level 2 - Increases duration to nine seconds, and summons nine total crows.

Level 3 - Increases duration to 10 seconds, and summons 12 total crows.

BITTER SQUIRREL

COOLDOWN	180 seconds
LOCATION	Light Elf Outpost Legendary Chest
TYPE OF ATTACK	Support

	LEVEL 1	LEVEL 2	LEVEL 3
Damage	2	3	4
Runic	0	0	0
Stun	0	0	0

Hold Square to summon a squirrel, Ratatoskr, to unearth consumables. If Atreus uses Light Arrows to call the squirrel, a Healthstone is dug up. With Shock Arrows, a Ragestone is found. The stones disappear after about 20 seconds, so don't forget about them. His Ragestones are handy in Muspelheim Trials, where your Rage is reset at the start. Send the squirrel out just before beginning and nab the stones right away.

Level 2 - Ratatoskr unearths an extra consumable. Use Light Arrows for two Healthstones, and Shock Arrows for two Ragestones.

Level 3 - Ratatoskr unearths even more consumables. Light Arrows provide three Healthstones, and Shock Arrows provide three Ragestones.

WRATH OF THE WOLF

	LEVEL 1	LEVEL 2	LEVEL 3
Damage	1	1	1
Runic	2	3	4
Stun	2	3	4

Hold Square to summon a wolf that pounces enemies three times. This is most effective against a group of enemies lined up ahead of Atreus. The wolf pounces back and forth, hitting the group three times. The wolf always targets an enemy, so it will turn in order to hit the next one. The wolf does a little damage each pounce, but better yet, it hits with Light or Shock energy and adds Stun.

Level 2 - Summons an additional wolf to aid in combat. The wolves spawn together but split up to manage groups.

Level 3 - Summons two additional wolves to aid in combat. Three wolves are able to cover more enemies.

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Kratos' Armor

Overview

Kratos is a strong fighter with evasive maneuvers and a shield. It is possible to take him into the toughest battles with base armor and survive the fight. This requires meticulous timing and extensive knowledge of your enemies. Thankfully we don't need to rely on near-perfect evasion as Kratos benefits from the protection of three pieces of armor: Chest, Wrist, and WaistArmor.

All armor pieces offer a boost in select Stats, while higher-level armor also provide some kind of bonus, such as health regeneration or a buff. While all of Kratos' standard armor can be crafted from a shop once available, many are found or rewarded as you progress through the game. All accumulated armor can be selected from the Armor tab in the Pause menu.

Nearly every piece of armor can be upgraded at a shop in exchange for resources. Upgrades not only increase Stats, but often increase the number of Enchantment Sockets (more on this later in the chapter).

Kratos' standard armor is split into six tiers with recipes unlocked at specific moments during the Journey. Once unlocked, these items can be crafted at Brok and Sindri's shops. These six tiers of armor can be sold back to a shop in exchange for Hacksilver. Armor is sold for a percentage of the Hacksilver you put into it.. You do not receive any other resources in return.

ARMOR SHOP AVAILABILITY

JOURNEY MOMENT	ITEMS AVAILABLE
Meet Brok	Tier 1 Chest Armor
Acquire Mystic Gateway access to Brok	Tier 1 Wrist Armor
	Tier 1 Waist Armor
Return to Týr's Temple after first Mountain visit	Tier 2 Chest Armor
	Tier 2 Wrist Armor
	Tier 2 Waist Armor
Return to Midgard after Alfheim	Tier 3 Chest Armor
	Tier 3 Wrist Armor
	Tier 3 Waist Armor
Lake of Nine 2nd water drop	Tier 4 Chest Armor
	Tier 4 Wrist Armor
	Tier 4 Waist Armor
Heal Atreus	Tier 5 Chest Armor
	Tier 5 Wrist Armor
	Tier 5 Waist Armor
Escape Helheim	Tier 6 Chest Armor
	Tier 6 Wrist Armor
	Tier 6 Waist Armor

Along with the six tiers of standard armor, a number of "special armor" can be unlocked at the shop by completing the tasks listed in the right column. Similar to in game, the color of the left column indicates the rarity of each item: Common, Rare, Legendary, or Epic. Typically, the rarer the armor, the better the Stats.

COOLDOWN	110 seconds
LOCATION	Alfheim: Svartáljǫfurr Drop
TYPE OF ATTACK	Area

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Kratos' Armor

Chest Armor

CHEST ARMOR	LEVEL	SLOTS	STR	RUN	DEF	VIT	LCK	CLD	UPGRADE	RESOURCE	COST	LOCATION
Woven Shoulder Guard of Exile Thick, sturdy strips of leather and fur provide light protection from the dangers of the forest. Cannot be sold.	1	-			3							Start with armor
TIER 1			STR	RUN	DEF	VIT	LCK	CLD				
Reaver **Tunic** Cheaply made, but sturdy. Commonly used within Reaver clans. Favors Defense.	1	-			10				1	Hacksilver	5000	Shop
	1+	⬡			15				2	Hacksilver	750	
										Soft Svartalfheim Steel	2	
	2	⬡			20				3	Hacksilver	2250	
										Soft Svartalfheim Steel	8	
										Aegir's Gold	10	
Arcane Shoulder Wraps Runic symbols on this simple armor increase Cooldown.	1	-			6			8	1			Foothills Coffin
	1+	⬡			10			10	2	Hacksilver	750	
										Soft Svartalfheim Steel	2	
	2	⬡			16			12	3	Hacksilver	2250	
										Soft Svartalfheim Steel	8	
										Aegir's Gold	10	

Boar Hide Shoulder Guard Reinforced, boiled leather armor. Not very comfortable, but slightly increases Strength.	1	-	12		4				1	Hacksilver	5000	Shop
	1+	⬡	14		8				2	Hacksilver	750	
										Soft Svartalfheim Steel	2	
	2	⬡	16		13				3	Hacksilver	2250	
										Soft Svartalfheim Steel	8	
										Aegir's Gold	10	
TIER 2			STR	RUN	DEF	VIT	LCK	CLD				
Viken Tunic Basic defensive armor that increases Vitality.	2	-			17	4			1	Hacksilver	8000	Shop
	2+	⬡			20	6			2	Hacksilver	1200	
										Soft Svartalfheim Steel	2	
	3	⬡			26	8			3	Hacksilver	3000	
										Soft Svartalfheim Steel	11	
										Aegir's Gold	15	
Runic Scaled Spaulders Basic offensive armor favoring Runic.	2	-		16	13				1	Hacksilver	8000	Alfheim Coffin
	2+	⬡		18	20				2	Hacksilver	1200	
										Soft Svartalfheim Steel	2	
	3	⬡		20	22				3	Hacksilver	3000	
										Soft Svartalfheim Steel	11	
										Aegir's Gold	15	
Wolfskin Shoulder Guard Hardened leather armor designed for a large range of movement. Favors Runic and Strength.	2	-	8	8	14				1	Hacksilver	8000	Shop
	2+	⬡	10	10	20				2	Hacksilver	1200	
										Soft Svartalfheim Steel	2	
	3	⬡	11	11	24				3	Hacksilver	3000	
										Soft Svartalfheim Steel	11	
										Aegir's Gold	15	
TIER 3			STR	RUN	DEF	VIT	LCK	CLD				

Defender's Cuirass Sturdy defensive armor favoring Defense.	3	⎔			30				1	Hacksilver	12800	Shop
	3+	⎔ ⎔			35				2	Hacksilver	2000	
										Solid Svartalfheim Steel	2	
	4	⎔ ⎔	10		40				3	Hacksilver	6700	
										Solid Svartalfheim Steel	8	
										Aegir's Gold	20	
Plated Pauldrons of Focus Sturdy armor favoring Cooldown.	3	⎔			26			17	1	Hacksilver	12800	The Mountain Coffin
	3+	⎔			30			19	2	Hacksilver	2000	
										Solid Svartalfheim Steel	2	
	4	⎔ ⎔	10		34			22	3	Hacksilver	6700	
										Solid Svartalfheim Steel	8	
										Aegir's Gold	20	
Metal-Plated Shoulder Guard Sturdy offensive armor that increases Strength.	3	⎔	20		22				1	Hacksilver	12800	Shop
	3+	⎔	22		27				2	Hacksilver	2000	
										Solid Svartalfheim Steel	2	
	4	⎔ ⎔	24		31	6			3	Hacksilver	6700	
										Solid Svartalfheim Steel	8	
										Aegir's Gold	20	
TIER 4			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
	4	⎔	10		36	12			1	Hacksilver	20500	

Plated Völunder Cuirass Sturdy defensive armor favoring Vitality.	4+	⬡ ⬡	11		40	14			2	Hacksilver	3300	Shop
										Solid Svartalfheim Steel	2	
	5	⬡ ⬡	12		46	16			3	Hacksilver	9550	
										Solid Svartalfheim Steel	10	
										Aegir's Gold	25	
Runic WyrmSkin Pauldrons Girded defensive armor favoring Runic.	4	⬡	10	24	31				1	Hacksilver	20500	Thamur's Corpse Coffin
	4+	⬡ ⬡	11	26	40				2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
	5	⬡ ⬡	12	28	41				3	Hacksilver	9550	
										Solid Svartalfheim Steel	10	
										Aegir's Gold	25	
Dwarven Runic Pauldron Armor reinforced with Dwarven metal favoring Runic and Strength.	4	⬡	14	14	32	6			1	Hacksilver	20500	Shop
	4+	⬡ ⬡	15	15	36	7			2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
	5	⬡ ⬡	16	16	42	9			3	Hacksilver	9550	
										Solid Svartalfheim Steel	10	
										Aegir's Gold	25	
TIER 5												
Mythic Pauldrons of Protection Heavily reinforced armor favoring Defense.	5	⬡ ⬡	12		55				1	Hacksilver	37750	Shop
		⬡								Hacksilver	6400	

	5+	⬡ ⬡	14		58				2	Solid Svartalfheim Steel	4	
Mythic Pauldrons of Clarity Pauldrons reinforced with layered steel of unknown origin, favoring Cooldown.	5	⬡ ⬡	12		44			26	1	Hacksilver	37750	Mountain Coffin (Return visit)
	5+	⬡ ⬡ ⬡	14		46			28	2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Pauldron of the True Warrior Dwarven-forged metal embedded with Ogre teeth, favoring Strength.	5	⬡ ⬡	28		41	9			1	Hacksilver	37750	Shop
	5+	⬡ ⬡ ⬡	30		43	12			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
TIER 6			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
Ornate Pauldrons of Vigor Heavily fortified armor favoring Defense.	5	⬡ ⬡	15		46	18			1	Hacksilver	37750	Shop
	5+	⬡ ⬡ ⬡	15		48	20			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	

Pauldrons of the World Serpent Masterfully crafted offensive armor favoring Runic.	5	⎔ ⎔	14	30	43				1	Hacksilver	37750	Hall of Týr Coffin
	5+	⎔ ⎔ ⎔	16	32	46				2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Mythic Pauldron of Arcane Might Fortified steel from a Dwarven forge imbues this offensive armor with increases to Runic and Strength.	5	⎔ ⎔	21	21	44	10			1	Hacksilver	37750	Shop
	5+	⎔ ⎔ ⎔	23	23	46	12			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
SPECIAL ARMOR			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
Týr's Lost Unity Cuirass Cuirass forged from an offering made to Týr. Blessed with Týr's Luck.Týr's Luck: 6% chance (also increased by Luck) to activate perk when damage taken (Gift of Strength, Aura of Defense or Blessings of Runic).	3	⎔	5	4	24	3	6	7	1	Hacksilver	12800	Complete Favor: Dead Freight
										Offering to Týr	1	
										Aegir's Gold	24	
	4	⎔ ⎔	7	6	33	4	9	10	2	Hacksilver	6700	
										Aegir's Gold	30	
										Solid Svartalfheim Steel	12	
	5	⎔ ⎔ ⎔	9	9	43	5	12	13	3	Hacksilver	9550	
										Hardened Svartalfheim Steel	1	

Pauldron of the Ancients Reinforced plates imbued with the power of an Ancient's Heart grants this armor resistance to all Elemental damage.Elemental Shielding: 15% resistance against Frost, Fire, and Seiðr attacks (stacks up to 45%)	3+	⬡	18		36				1	Hacksilver	12800	Complete Labor: Hearts of Stone
										Ancient's Heart	3	
	4	⬡ ⬡	22		42				2	Hacksilver	3300	
										Solid Svartalfheim Steel	4	
										Ancient's Heart	1	
	5	⬡ ⬡ ⬡	26		48				3	Hacksilver	6400	
										Solid Svartalfheim Steel	6	
										Ancient's Heart	2	
Breastplate of the Traveler Reinforced with battle-hardened metal scraps from the Travelers' armor. Increases Vitality for warriors strong enough to wear it.Protection of the Traveler: Slowly regenerate a protective barrier that absorbs a single attack.	4	⬡	10		34	20			1	Hacksilver	16400	Complete Labor: The Road Less Traveled
										Traveler's Armor Shard	5	
	5	⬡ ⬡	12		43	25			2	Hacksilver	6400	
										Traveler's Armor Shard	6	
										Solid Svartalfheim Steel	4	
	6	⬡ ⬡ ⬡	14		45	30			3	Hacksilver	11250	
										Traveler's Armor Shard	10	
										Hardened Svartalfheim Steel	1	
Brok's Royal Dwarven Breastplate Legendary Dwarven breastplate of the Dvegræðikr, crafted by Brok. Rare metals found across the Nine Realms favor Vitality and Strength.Raging Fury: Increases the rate at which Rage is gained by 10% (stacks up to 30% max).	6	⬡ ⬡	27		58		6		1	Hacksilver	20500	Complete Favor: Hail to the King
										Ultimate Sacrifice	1	
	6+	⬡ ⬡	30		64		8		2	Hacksilver	75000	
										Pristine Ore of the Realm	1	
										Asgardian Steel	12	
	7	⬡	33		71		10		3	Hacksilver	150000	
										Pristine Ore of the Realm	1	

		⬡							Mist Echoes	1500	
									Smoldering Ember	100	
Sindri's Royal Dwarven Breastplate Legendary Dwarven breastplate of the Dvegræðikr, crafted by Sindri. Rare metals found across the Nine Realms favor Runic and Cooldown.Striking Protective Barrier: Moderate Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, when using a Runic Attack.	6	⬡ ⬡		28	50		6	26	1	Hacksilver	20500	Complete Favor: Hail to the King
										Ultimate Sacrifice	1	
	6+	⬡ ⬡		32	55		8	28	2	Hacksilver	75000	
										Pristine Ore of the Realm	1	
										Asgardian Steel	12	
	7	⬡ ⬡		36	62		10	30	3	Hacksilver	150000	
										Pristine Ore of the Realm	1	
										Mist Echoes	1500	
										Smoldering Ember	100	
Cuirass of the Valkryie A true warrior's armor, forged of metals from Valhalla. A Valkyrie's essence favors Runic and Strength.Warrior's Unstoppable Aura: Low Perk activation chance to grant Unstoppable Aura, preventing interruptions by enemy attacks, on any successful hit.	6	⬡ ⬡	16	12	55	9		23	1			Niflheim — Valkyrie Hildr
	7	⬡ ⬡	21	16	68	10		27	2	Hacksilver	68250	
										Asgardian Steel	2	
										Perfect Asgardian Steel	1	
										Mist Echoes	1500	
	8	⬡ ⬡ ⬡	25	20	84	12		31	3	Hacksilver	110000	
										Greater Crest of Flame	12	
										Pristine Ore of the Realm	1	
										Aesirbane	1	

Breastplate of Fallen Ash Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Retaliation of Fire: Moderate Perk activation chance to inflict concussive Burn damage to nearby enemies when damage is taken. Equip the complete Fallen Ash set to increase chance.	4		10		40				1	Hacksilver	16400	Muspelheim Shop
										Smoldering Ember	24	
	6		18		71				2	Hacksilver	11250	
										Crest of Flame	18	
										Smoldering Ember	30	
	8		25		95				3	Pristine Ore of the Realm	1	
										Crest of Surtr	7	
										Aesirbane	1	
										Smoldering Ember	60	
Blazing Magma Pauldrons Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Magma Shield: Moderate Perk activation chance to create a fiery shield that inflicts Burn damage to enemies and prevents interruptions by attacks when damage is taken. Equip the complete Blazing Magma set to increase chance.	4		10		34			22	1	Hacksilver	16400	Muspelheim Shop
										Smoldering Ember	24	
	6		18		54			32	2	Hacksilver	11250	
										Crest of Flame	18	
										Smoldering Ember	30	
	8		25		74			40	3	Pristine Ore of the Realm	1	
										Crest of Surtr	7	
										Aesirbane	1	
										Smoldering Ember	60	
Smoldering Brimstone Pauldron	4		24		31	6			1	Hacksilver	16400	
										Smoldering Ember	24	

Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Aura of Fire: Moderate Perk activation chance to grant Aura of Fire, increasing Strength and restoring a small amount of Health, when damage is taken. Equip the complete Smoldering Brimstone set to increase chance.	6	⎔ ⎔	36		50	13			2	Hacksilver	11250	Muspelheim Shop
										Crest of Flame	18	
										Smoldering Ember	30	
	8	⎔ ⎔ ⎔	46		70	20			3	Pristine Ore of the Realm	1	
										Crest of Surtr	7	
										Aesirbane	1	
										Smoldering Ember	60	
Ivaldi's Cuirass of Endless Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim.Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7	⎔ ⎔	20		64	28			1	Mist Echoes	1100	Complete Favor: Ivaldi's Protection
										Hacksilver	20500	
										Niflheim Alloy Fragment	5	
	7+	⎔ ⎔	22		68	31			2	Mist Echoes	2150	
										Smoldering Ember	100	
										Haze Weave	3	
	8	⎔ ⎔ ⎔	25		76	35			3	Mist Echoes	2750	
										Greater Crest of Flame	12	
										Pristine Ore of the Realm	1	
										Aesirbane	3	
Ivaldi's Spaulders of Cursed Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim.Regenerating Essence: Adds a very	7	⎔ ⎔	20	44	60				1	Mist Echoes	1100	Complete Favor: Ivaldi's Protection
										Hacksilver	20500	
										Niflheim Alloy Fragment	5	
	7+	⎔ ⎔	22	47	64				2	Mist Echoes	2150	
										Smoldering Ember	100	
										Haze Weave	3	

small amount of constant Health regeneration. (Stacks up to 5 times max.)	8	⬡ ⬡ ⬡	25	50	70			3	Mist Echoes	2750	
									Greater Crest of Flame	12	
									Pristine Ore of the Realm	1	
									Aesirbane	3	
Ivaldi's Pauldron of Deadly Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim.Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7	⬡ ⬡	30	28	62	16		1	Mist Echoes	1100	Complete Favor: Ivaldi's Protection
									Hacksilver	20500	
									Niflheim Alloy Fragment	5	
	7+	⬡ ⬡	32	30	66	18		2	Mist Echoes	2150	
									Smoldering Ember	100	
									Haze Weave	3	
	8	⬡ ⬡ ⬡	35	33	72	20		3	Mist Echoes	2750	
									Greater Crest of Flame	12	
									Pristine Ore of the Realm	1	
									Aesirbane	3	

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Kratos' Armor

Wrist Armor

WRIST ARMOR	LEVEL	SLOTS	STR	RUN	DEF	VIT	LCK	CLD	UPGRADE	RESOURCE	COST	LOCATION
Worn Wrappings of Exile Stiff leather forearm wraps provide protection, and conceal a dark secret. Cannot be sold.	1	-			2							Start with armor
TIER 1			STR	RUN	DEF	VIT	LCK	CLD				
Reaver **Forearm Bands** Cheaply made, but sturdy. Commonly used within Reaver clans. Favors Defense.	1	-			7				1	Hacksilver	3750	Shop
	1+	⎔			12				2	Hacksilver	750	
										Soft Svartalfheim Steel	2	
	2	⎔			15				3	Hacksilver	1550	
										Soft Svartalfheim Steel	5	
										Aegir's Gold	7	
Arcane Bracers Runic symbols on this simple armor increase Cooldown.	1	-			4			5	1	Hacksilver	3750	Foothills Coffin
	1+	⎔			9			6	2	Hacksilver	750	
										Soft Svartalfheim Steel	2	
	2	⎔			11			9	3	Hacksilver	1550	
										Soft Svartalfheim Steel	5	
										Aegir's Gold	7	

Boar Hide Bracers Reinforced, boiled leather armor. Not very comfortable, but slightly increases Strength.	1	-	9		3				1	Hacksilver	3750	Shop
	1+	⬡	10		6				2	Hacksilver	750	
										Soft Svartalfheim Steel	2	
	2	⬡	12		10				3	Hacksilver	1550	
										Soft Svartalfheim Steel	5	
										Aegir's Gold	7	
TIER 2			STR	RUN	DEF	VIT	LCK	CLD				
Viken Bracers Basic defensive armor that increases Vitality.	2	-			13	3			1	Hacksilver	6000	Shop
	2+	⬡			16	4			2	Hacksilver	1200	
										Soft Svartalfheim Steel	2	
	3	⬡			20	6			3	Hacksilver	2400	
										Soft Svartalfheim Steel	8	
										Aegir's Gold	11	
Runic Forearm Bracers Basic offensive armor favoring Runic.	2	-		12	10				1	Hacksilver	6000	Alfheim Trench Coffin
	2+	⬡		13	16				2	Hacksilver	1200	
										Soft Svartalfheim Steel	2	
	3	⬡		15	17				3	Hacksilver	2400	
										Soft Svartalfheim Steel	8	
										Aegir's Gold	11	
Wolfskin Bracers Hardened leather armor designed for a large range of movement. Favors Runic and Strength.	2	-	6	6	10				1	Hacksilver	6000	Shop
	2+	⬡	7	7	14				2	Hacksilver	1200	
										Soft Svartalfheim Steel	2	
	3	⬡	8	8	17				3	Hacksilver	2400	
										Soft Svartalfheim Steel	8	
										Aegir's Gold	11	
TIER 3			STR	RUN	DEF	VIT	LCK	CLD				

Defender's Arm Guards Sturdy defensive armor favoring Defense.	3	-			23				1	Hacksilver	9600	Shop
	3+	⬡			26				2	Hacksilver	2000	
										Solid Svartalfheim Steel	2	
	4	⬡	7		30				3	Hacksilver	3800	
										Solid Svartalfheim Steel	5	
										Aegir's Gold	14	
Scaled Bracers of Focus Sturdy armor favoring Cooldown.	3	-			18			13	1	Hacksilver	9600	The Mountain Coffin
	3+	⬡			21			14	2	Hacksilver	2000	
										Solid Svartalfheim Steel	2	
	4	⬡	7		26			16	3	Hacksilver	3800	
										Solid Svartalfheim Steel	5	
										Aegir's Gold	14	
Metal-Plated Bracers Sturdy offensive armor that increases Strength.	3	-	15		17				1	Hacksilver	9600	Shop
	3+	⬡	16		21				2	Hacksilver	2000	
										Solid Svartalfheim Steel	2	
	4	⬡	18		24	4			3	Hacksilver	3800	
										Solid Svartalfheim Steel	5	
										Aegir's Gold	14	
TIER 4			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
Plated Völunder Gauntlets Sturdy defensive armor favoring Vitality.	4	-	7		27	9			1	Hacksilver	15400	Shop
	4+	⬡	8		30	10			2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
	5	⬡	9		34	12			3	Hacksilver	5900	
										Solid Svartalfheim Steel	7	
										Aegir's Gold	18	

Plated Runeweaver Bracers Girded defensive armor favoring Runic.	4	-	7	18	24				1	Hacksilver	15400	Thamur's Corpse Coffin
	4+	⬡	8	19	30				2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
	5	⬡	9	21	31				3	Hacksilver	5900	
										Solid Svartalfheim Steel	7	
										Aegir's Gold	18	
Dwarven Runic Gauntlets Armor reinforced with Dwarven metal favoring Runic and Strength.	4	-	10	10	24	4			1	Hacksilver	15400	Shop
	4+	⬡	11	11	27	5			2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
	5	⬡	12	12	31	7			3	Hacksilver	5900	
										Solid Svartalfheim Steel	7	
										Aegir's Gold	18	
TIER 5			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
Ornate Bracers of Protection Heavily reinforced armor favoring Defense.	5	⬡	9		42				1	Hacksilver	28300	Shop
	5+	⬡ ⬡	10		45				2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Mythic Bracers of Clarity Bracers reinforced with layered steel of unknown origin, favoring Cooldown.	5	⬡	9		33			20	1	Hacksilver	28300	Mountain Summit Coffin
	5+	⬡ ⬡	10		35			21	2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Gauntlets of the True Warrior Dwarven-forged metal embedded with Ogre teeth, favoring Strength.	5	⬡	21		31	7			1	Hacksilver	28300	Shop
	5+	⬡ ⬡	22		33	8			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	

TIER 6			STR	RUN	DEF	VIT	LCK	CLD				
Mythic Gauntlets of Vigor Heavily fortified armor favoring Defense.	5	⬡	10		34	13			1	Hacksilver	28300	Shop
	5+	⬡ ⬡	10		36	15			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Bracers of the World Serpent Masterfully crafted offensive armor favoring Runic.	5	⬡	10	23	32				1	Hacksilver	28300	The Hall of Týr Coffin
	5+	⬡ ⬡	12	25	34				2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Mythic Gauntlets of Arcane Might Fortified steel from a Dwarven forge imbues this offensive armor with increases to Runic and Strength.	5	⬡	16	16	33	8			1	Hacksilver	28300	Shop
	5+	⬡ ⬡	18	18	35	9			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	

SPECIAL ARMOR			STR	RUN	DEF	VIT	LCK	CLD				
Týr's Lost Unity Gauntlets Gauntlets forged from an offering made to Týr. Blessed with Týr's Luck.Týr's Luck: Low Perk activation chance to grant a short boost to Strength, Defense, or Runic when damage is taken.	3	⬡ ⬡	3	3	18	2	4	5	1	Hacksilver	9600	Complete Favor: Hammer Fall
										Offering to Týr	1	
										Aegir's Gold	18	
	4	⬡ ⬡ ⬡	5	5	25	3	6	7	2	Hacksilver	3800	
										Aegir's Gold	22	
										Solid Svartalfheim Steel	8	
	5	⬡ ⬡ ⬡	7	7	32	4	8	9	3	Hacksilver	5900	
										Solid Svartalfheim Steel	1	

Gauntlet of the Ancients Reinforced plates imbued with the power of an Ancient's Heart grants this armor resistance to all Elemental damage.Elemental Shielding: 15% resistance against Frost, Fire, and Seiðr attacks (stacks up to 45%)	3+	⎔	10	6	27				1	Hacksilver	9600	
										Ancient's Rubble	8	
	4	⎔	12	8	32				2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	Complete Labor: Hearts of Stone
										Ancient's Rubble	3	
	5	⎔ ⎔	16	10	36				3	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
										Ancient's Rubble	4	
Gauntlets of the Traveler Reinforced with battle-hardened metal scraps from the Travelers' armor. Increases Vitality for warriors strong enough to wear it.Bare-Handed Damage Increase: Increases the damage inflicted from all Bare-Handed attacks by 6% (stacks up to 18% max).	4	-	7		25	14			1	Hacksilver	12800	
										Traveler's Grisly Trophy	18	
										Traveler's Armor Shard	3	
	5	⎔	9		32	18			2	Hacksilver	6400	
										Traveler's Grisly Trophy	21	
										Traveler's Armor Shard	4	Complete Labor: The Road Less Traveled
										Solid Svartalfheim Steel	2	
	6	⎔ ⎔	10		33	21			3	Hacksilver	11250	
										Traveler's Grisly Trophy	34	
										Traveler's Armor Shard	6	
										Hardened Svartalfheim Steel	1	
	6	⎔	20		43		5		1	Hacksilver	15400	
										Screams of the Innocent	1	

Brok's Royal Dwarven Gauntlets Legendary Dwarven gauntlets of the Dvegræðikr, crafted by Brok. Rare metals found across the Nine Realms favor Vitality and Strength.Raging Fury: Increases the rate at which Rage is gained by 10% (stacks up to 30% max).	6+	⎔	22		48		6		2	Hacksilver	50000	Complete Favor: Hail to the King
										Pristine Scales of the Realm	1	
										Asgardian Steel	2	
	7	⎔ ⎔	24		53		8		3	Hacksilver	100000	
										Pristine Scales of the Realm	1	
										Mist Echoes	1200	
										Smoldering Ember	50	
Sindri's Royal Dwarven Gauntlets Legendary Dwarven gauntlets of the Dvegræðikr, crafted by Sindri. Rare metals found across the Nine Realms favor Runic and Cooldown.Fire Mastery: Increases all Burn damage inflicted by 15% (stacks up to 50% max).	6	⎔		20	38		5	20	1	Hacksilver	15400	Complete Favor: Hail to the King
										Screams of the Innocent	1	
	6+	⎔		24	42		6	22	2	Hacksilver	50000	
										Pristine Scales of the Realm	1	
										Asgardian Steel	2	
	7	⎔ ⎔		28	46		8	24	3	Hacksilver	100000	
										Pristine Scales of the Realm	1	
										Mist Echoes	1200	
										Smoldering Ember	50	
Gauntlets of the Valkyrie A true warrior's armor, forged of metals from Valhalla. A Valkyrie's essence favors Runic and Strength.	6	⎔ ⎔	12	9	42	6		17	1			
	7	⎔ ⎔	16	12	51	8		20	2	Hacksilver	68250	
										Asgardian Steel	2	
										Perfect Asgardian Steel	1	Muspelheim—Valkyrie Göndul
										Hacksilver	110000	

	8	⬡ ⬡ ⬡	19	15	63	9		23	3	Greater Crest of Flame	5	
										Pristine Scales of the Realm	1	
										Haze Weave	2	
Gauntlets of Fallen Ash Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential.Retaliation of Fire: Moderate Perk activation chance to inflict concussive Burn damage to nearby enemies when damage is taken. Equip the complete Fallen Ash set to increase chance.	4	⬡ ⬡	7		30				1	Hacksilver	12800	
										Smoldering Ember	18	
	6	⬡ ⬡	14		51				2	Hacksilver	11250	Muspelheim Shop
										Crest of Flame	13	
										Smoldering Ember	24	
	8	⬡ ⬡ ⬡	20		75				3	Pristine Scales of the Realm	1	
										Crest of Surtr	4	
										Aesirbane	1	
										Smoldering Ember	48	
Blazing Magma Wrappings Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential.Magma Shield: Moderate Perk activation chance to create a fiery shield that inflicts Burn damage to enemies and prevents interruptions by attacks when damage is taken. Equip the complete Blazing Magma set to increase chance.	4	⬡ ⬡	7		26			16	1	Hacksilver	12800	
										Smoldering Ember	18	
	6	⬡ ⬡	14		40			25	2	Hacksilver	11250	
										Crest of Flame	13	
										Smoldering Ember	24	Muspelheim Shop
	8	⬡ ⬡ ⬡	20		54			32	3	Pristine Scales of the Realm	1	
										Crest of Surtr	4	
										Aesirbane	1	
										Smoldering Ember	48	

Smoldering Brimstone Gauntlets Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential.Aura of Fire: Moderate Perk activation chance to grant Aura of Fire, increasing Strength and restoring a small amount of Health, when damage is taken. Equip the complete Smoldering Brimstone set to increase chance.	4		18		24	4			1	Hacksilver	12800	Muspelheim Shop
										Smoldering Ember	18	
	6		28		38	10			2	Hacksilver	11250	
										Crest of Flame	13	
										Smoldering Ember	24	
	8		37		51	15			3	Pristine Scales of the Realm	1	
										Crest of Surtr	4	
										Aesirbane	1	
										Smoldering Ember	48	
Ivaldi's Gauntlets of Endless Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim.Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7		16		48	21			1	Mist Echoes	825	Complete Favor: Ivaldi's Protection
										Hacksilver	15400	
										Niflheim Alloy Fragment	3	
	7+		18		53	23			2	Mist Echoes	1600	
										Haze Weave	1	
	8		20		58	25			3	Mist Echoes	2075	
										Greater Crest of Flame	5	
										Pristine Scales of the Realm	1	
										Aesirbane	1	
	7		16	34	44				1	Mist Echoes	825	
										Hacksilver	15400	
										Niflheim Alloy Fragment	3	

Ivaldi's Bracers of Cursed Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim.Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7+	⬡ ⬡	18	36	46				2	Mist Echoes	1600	Complete Favor: Ivaldi's Protection
										Haze Weave	1	
	8	⬡ ⬡ ⬡	20	40	51				3	Mist Echoes	2075	
										Greater Crest of Flame	5	
										Pristine Scales of the Realm	1	
										Aesirbane	1	
Ivaldi's Gauntlets of Deadly Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim.Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7	⬡ ⬡	24	22	46	12			1	Mist Echoes	825	Complete Favor: Ivaldi's Protection
										Hacksilver	15400	
										Niflheim Alloy Fragment	3	
	7+	⬡ ⬡	26	24	48	13			2	Mist Echoes	1600	
										Haze Weave	1	
	8	⬡ ⬡ ⬡	28	26	53	15			3	Mist Echoes	2075	
										Greater Crest of Flame	5	
										Pristine Scales of the Realm	1	
										Aesirbane	1	

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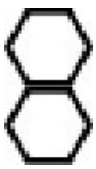
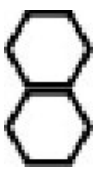
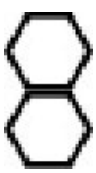
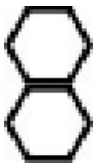
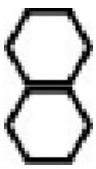
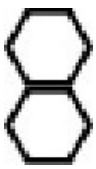
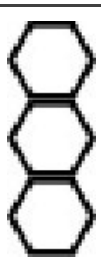
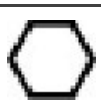
Kratos' Armor

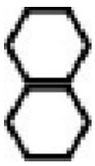
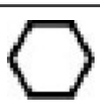
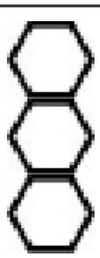
Waist Armor

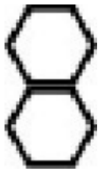
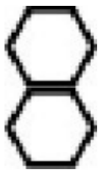
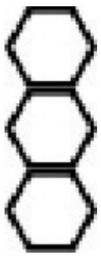
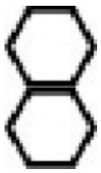
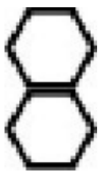
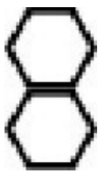
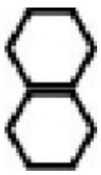
WAIST ARMOR	LEVEL	SLOTS	STR	RUN	DEF	VIT	LCK	CLD	UPGRADE	RESOURCE	CO
Burnished Belt of Exile A simple belt made from animal hide. Functional and versatile. Cannot be sold.	1	-			2						
TIER 1			STR	RUN	DEF	VIT	LCK	CLD			
Reaver Belt Cheaply made, but sturdy. Commonly used within Reaver clans. Favors Defense.	1	-			7				1	Hacksilver	3750
	1+	⬡			12				2	Hacksilver	750
										Soft Svartalfheim Steel	2
	2	⬡			15				3	Hacksilver	1550
										Soft Svartalfheim Steel	5
										Aegir's Gold	7
Arcane Waist Guard Runic symbols on this simple armor increase Cooldown.	1	-			4			5	1	Hacksilver	3750
	1+	⬡			9			6	2	Hacksilver	750
										Soft Svartalfheim Steel	2
	2	⬡			11			9	3	Hacksilver	1550
										Soft Svartalfheim Steel	5
										Aegir's Gold	7
Boar Hide Belt Reinforced, boiled leather armor. Not very comfortable, but slightly increases Strength.	1	-	9		3				1	Hacksilver	3750
	1+	⬡	10		6				2	Hacksilver	750
										Soft Svartalfheim Steel	2
	2	⬡	12		10				3	Hacksilver	1550
										Soft Svartalfheim Steel	5
										Aegir's Gold	7
TIER 2			STR	RUN	DEF	VIT	LCK	CLD			

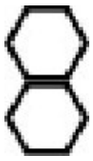
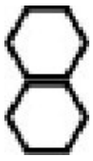
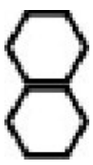
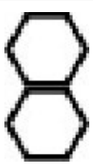
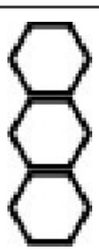
	2	-			13	3			1	Hacksilver	6000
Viken Waist Guard Basic defensive armor that increases Vitality.	2+	⬡			16	4			2	Hacksilver	1200
										Soft Svartalfheim Steel	2
	3	⬡			20	6			3	Hacksilver	2400
										Soft Svartalfheim Steel	8
										Aegir's Gold	11
	2	-		12	10				1	Hacksilver	6000
Runic War Belt Basic offensive armor favoring Runic.	2+	⬡		13	16				2	Hacksilver	1200
										Soft Svartalfheim Steel	2
	3	⬡		15	17				3	Hacksilver	2400
										Soft Svartalfheim Steel	8
										Aegir's Gold	11
	2	-	6	6	10				1	Hacksilver	6000
Wolfskin Waist Guard Hardened leather armor designed for a large range of movement. Favors Runic and Strength.	2+	⬡	7	7	14				2	Hacksilver	1200
										Soft Svartalfheim Steel	2
	3	⬡	8	8	17				3	Hacksilver	2400
										Soft Svartalfheim Steel	8
										Aegir's Gold	11
TIER 3			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**			
	3	-			23				1	Hacksilver	9600
Defender's Waist Guard Sturdy defensive armor favoring Defense.	3+	⬡			26				2	Hacksilver	2000
										Solid Svartalfheim Steel	2
	4	⬡	7		30				3	Hacksilver	3800
										Solid Svartalfheim Steel	5
										Aegir's Gold	14
	3	-			18			13	1	Hacksilver	9600
Scaled Waist Guard of Focus Sturdy armor favoring Cooldown	3+	⬡			21			14	2	Hacksilver	2000
										Solid Svartalfheim Steel	2
	4	⬡	7		26			16	3	Hacksilver	3800
										Solid Svartalfheim Steel	5
										Aegir's Gold	14
	3	-	15		17				1	Hacksilver	9600
Metal-Plated Waist Guard Sturdy offensive armor that increases Strength.	3+	⬡	16		21				2	Hacksilver	2000
										Solid Svartalfheim Steel	2
	4	⬡	18		24	4			3	Hacksilver	3800
										Solid Svartalfheim Steel	5
										Aegir's Gold	14
TIER 4			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**			

	4	-	7		27	9			1	Hacksilver	15400
Plated Völunder Waist Guard Sturdy defensive armor favoring Vitality.	4+		8		30	10			2	Hacksilver	3300
										Solid Svartalfheim Steel	2
	5		9		34	12			3	Hacksilver	5900
										Solid Svartalfheim Steel	7
										Aegir's Gold	18
	4	-	7	18	24				1	Hacksilver	15400
Runeweaver War Belt Girded defensive armor favoring Runic.	4+		8	19	30				2	Hacksilver	3300
										Solid Svartalfheim Steel	2
	5		9	21	31				3	Hacksilver	5900
										Solid Svartalfheim Steel	7
										Aegir's Gold	18
	4	-	10	10	24	4			1	Hacksilver	15400
Dwarven Runic War Belt Armor reinforced with Dwarven metal favoring Runic and Strength.	4+		11	11	27	5			2	Hacksilver	3300
										Solid Svartalfheim Steel	2
	5		12	12	31	7			3	Hacksilver	5900
										Solid Svartalfheim Steel	7
										Aegir's Gold	18
TIER 5			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**			
	5		9		38				1	Hacksilver	28300
Plated Waist Guard of Protection Heavily reinforced armor favoring Defense.	5+		10		39				2	Hacksilver	6400
										Solid Svartalfheim Steel	4
	5		9		33			20	1	Hacksilver	28300
Mythic War Belt of Clarity Belt reinforced with layered steel of unknown origin, favoring Cooldown.	5+		10		35			21	2	Hacksilver	6400
										Solid Svartalfheim Steel	4
	5		21		31	7			1	Hacksilver	28300
Waist Guard of the True Warrior Reinforced offensive armor of Dwarven-forged steel, favoring Strength.	5+		22		33	8			2	Hacksilver	6400
										Solid Svartalfheim Steel	4
TIER 6			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**			

Mythic Battle Belt of Vigor Heavily fortified armor favoring Defense.	5		10		36	13			1	Hacksilver	28300
	5+		10		38	15			2	Hacksilver	6400
										Solid Svartalfheim Steel	4
War Belt of the World Serpent Masterfully crafted offensive armor favoring Runic.	5		10	23	32				1	Hacksilver	28300
	5+		12	25	34				2	Hacksilver	6400
										Solid Svartalfheim Steel	4
Mythic War Belt of Arcane Might Fortified steel from a Dwarven forge imbues this offensive armor with increases to Runic and Strength.	5		16	16	33	8			1	Hacksilver	28300
	5+		18	18	35	9			2	Hacksilver	6400
										Solid Svartalfheim Steel	4
SPECIAL ARMOR			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**			
Týr's Lost Unity Belt Forged from an offering made to Týr. Blessed with Týr's Luck, this armor favors Defense and Cooldown.Týr's Luck: Low Perk activation chance to grant a short boost to Strength, Defense, or Runic when damage is taken.	3		3	3	18	2	4	5	1	Hacksilver	15400
										Offering to Týr	1
										Aegir's Gold	18
	4		5	5	25	3	6	7	2	Hacksilver	6400
										Aegir's Gold	22
										Solid Svartalfheim Steel	8
	5		7	7	32	4	8	9	3	Hacksilver	19500
										Hardened Svartalfheim Steel	1
Belt of the Ancients Reinforced plates imbued with the power of an Ancient's Heart grants this armor resistance to all Elemental damage.Elemental Shielding: 15% resistance against Frost, Fire, and Seiðr attacks (stacks up to 45%)	3+		6		27			10	1	Hacksilver	9600
										Ancient's Rubble	8
	4		8		32			12	2	Hacksilver	3300
										Solid Svartalfheim Steel	2
										Ancient's Rubble	4
	5		10		36			16	3	Hacksilver	6400
										Solid Svartalfheim Steel	4
										Ancient's Rubble	3

War Belt of the Traveler Reinforced with battle-hardened metal scraps from the Travelers' armor. Increases Vitality for warriors strong enough to wear it.	4		7		25	14			1	Hacksilver Traveler's Grisly Trophy	12800 12
	5		9		32	18			2	Hacksilver Traveler's Grisly Trophy Solid Svartalfheim Steel	6400 12 2
	6		10		33	21			3	Hacksilver Traveler's Grisly Trophy Hardened Svartalfheim Steel	11250 23 1
Brok's Royal Dwarven Waist Guard Legendary Dwarven waist guard of the Dvegræðikr, crafted by Brok. Rare metals found across the Nine Realms favor Vitality and Strength.Raging Fury: Increases the rate at which Rage is gained by 10% (stacks up to 30% max).	6		20		43		5		1	Hacksilver Dragon's Fury	15400 1
	6+		22		48		6		2	Hacksilver Pristine Scales of the Realm Asgardian Steel	50000 1 2
	7		24		53		8		3	Hacksilver Pristine Scales of the Realm Mist Echoes Smoldering Ember	10000 1 1200 50
Sindri's Royal Dwarven Waist Guard Legendary Dwarven waist guard of the Dvegræðikr, crafted by Sindri. Rare metals found across the Nine Realms favor Runic and Cooldown.Frost Mastery: Increases all Frost damage inflicted by 15% (stacks up to 50% max).	6			20	38		5	20	1	Hacksilver Dragon's Fury	15400 1
	6+			24	42		6	22	2	Hacksilver Pristine Scales of the Realm Asgardian Steel	50000 1 2
	7			28	46		8	24	3	Hacksilver Pristine Scales of the Realm Mist Echoes Smoldering Ember	10000 1 1200 50
Waist Guard of the Valkyrie A true warrior's armor, forged of metals from Valhalla. A Valkyrie's essence favors Runic and Strength.Striking Runic: High Perk activation chance to grant a Blessing of Runic when using a Runic Attack.	6		12	9	42	6		17	1		
	7		16	12	51	8		20	2	Hacksilver Asgardian Steel Perfect Asgardian Steel	68250 2 1
	8		19	15	63	9		23	3	Hacksilver Greater Crest of Flame Pristine Scales of the Realm Haze Weave	11000 5 1 2

War Belt of Fallen Ash Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Retaliation of Fire: Moderate Perk activation chance to inflict concussive Burn damage to nearby enemies when damage is taken. Equip the complete Fallen Ash set to increase chance.	4		7		30				1	Hacksilver	9600
										Smoldering Ember	18
	6		14		51				2	Hacksilver	11250
										Crest of Flame	13
										Smoldering Ember	24
	8		20		75				3	Pristine Scales of the Realm	1
										Crest of Surtr	4
										Aesirbane	1
										Smoldering Ember	48
Blazing Magma War Belt Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential.Magma Shield: Moderate Perk activation chance to create a fiery shield that inflicts Burn damage to enemies and prevents interruptions by attacks when damage is taken. Equip the complete Blazing Magma set to increase chance.	4		7		26			16	1	Hacksilver	9600
										Smoldering Ember	18
	6		14		40			25	2	Hacksilver	11250
										Crest of Flame	13
										Smoldering Ember	24
	8		20		54			32	3	Pristine Scales of the Realm	1
										Crest of Surtr	4
										Aesirbane	1
										Smoldering Ember	48
Smoldering Brimstone Battle Belt Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential.Aura of Fire: Moderate Perk activation chance to grant Aura of Fire, increasing Strength and restoring a small amount of Health, when damage is taken. Equip the complete Smoldering Brimstone set to increase chance.	4		18		24	4			1	Hacksilver	9600
										Smoldering Ember	18
	6		28		38	10			2	Hacksilver	11250
										Crest of Flame	13
										Smoldering Ember	24
	8		37		51	15			3	Pristine Scales of the Realm	1
										Crest of Surtr	4
										Aesirbane	1
										Smoldering Ember	48

Ivaldi's War Belt of Endless Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim.Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7		16		48	21			1	Mist Echoes	825
										Hacksilver	15400
										Niflheim Alloy Fragment	3
	7+		18		53	23			2	Mist Echoes	1600
										Haze Weave	1
	8		20		58	25			3	Mist Echoes	2075
										Greater Crest of Flame	15
										Pristine Dust of the Realm	1
										Aesirbane	1
Ivaldi's War Belt of Cursed Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim.Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7		16	34	44				1	Mist Echoes	825
										Hacksilver	15400
										Niflheim Alloy Fragment	3
	7+		18	36	46				2	Mist Echoes	1600
										Haze Weave	1
	8		20	40	51				3	Mist Echoes	2075
										Greater Crest of Flame	15
										Pristine Dust of the Realm	1
										Aesirbane	1
Ivaldi's War Belt of Deadly Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim.Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7		24	22	46	12			1	Mist Echoes	825
										Hacksilver	15400
										Niflheim Alloy Fragment	3
	7+		26	24	48	13			2	Mist Echoes	1600
										Haze Weave	1
	8		28	26	53	15			3	Mist Echoes	2075
										Greater Crest of Flame	15
										Pristine Dust of the Realm	1
										Aesirbane	1

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Kratos' Armor

Talismans

Kratos is able to equip one Talisman, which provides a boost to certain Stats along with a bonus. Some Talismans have an ability that can be activated, though you must wait the given cooldown time before using it again. It is well worth the effort to seek out higher-end Talismans, which provide great bonuses such as the following: a Realm Shift, a powerful shockwave, or a burst of health. While Enchantment Sockets are not common in Talismans, there are a few that provide this benefit.

THE SHATTERED GAUNTLET OF AGES' TRUE POTENTIAL

A decent Talisman as is, the Shattered Gauntlet of Ages sees its full potential once fully upgraded and equipped with the appropriate Enchantments. While the location of the enchantments remains a mystery, finding them is likely to increase the power of the gauntlet greatly.

TALISMAN	LEVEL	COOLDOWN	STR	RUN	DEF	TGH	LCK	CLD	UPGRADE	RESOURCE	COST	LOCATION
COMMON												
Talisman of Resolute Might Grants a short boost to Strength when Kratos' Health drops to a critical level.	1	N/A	4		2				1	Hacksilver	3000	Shop
	2		6		4				2	Hacksilver	2250	
	3		8		6				3	Hacksilver	3500	
										Dust of Realms	4	
	4		10		8				4	Hacksilver	6000	
										Dust of Realms	7	
	1				2	4			1	Hacksilver	3000	

Talisman of Resolute Protection Grants an invincible barrier for several seconds when Kratos' Health drops to a critical level.	2	N/A			4	6			2	Hacksilver	2250	Shop
	3				6	8			3	Hacksilver	3500	
										Dust of Realms	4	
	4				8	10			4	Hacksilver	6000	
										Dust of Realms	7	
Talisman of Eternal Fury Gain a Rage Burst. Also has a Passive Effect that increases the amount of Rage gained from combat as well as the duration of Spartan Rage.	2	75 secs	6		4				1	Hacksilver	7000	Shop
	3	65 secs	8		6				2	Hacksilver	10000	
	4	60 secs	10		8				3	Hacksilver	15000	
										Dust of Realms	4	
Talisman of Rejuvenating Fury Release a shockwave that inflicts a moderate amount of Stun damage to nearby enemies. Also has a Passive Effect that restores a small amount of Health every time an enemy is Stun Grabbed.	2	60 secs	6		2			4	1	Hacksilver	5000	Shop
	3	55 secs	8		4			6	2	Hacksilver	3250	
	4	50 secs	10		6			8	3	Hacksilver	7000	
										Dust of Realms	4	
Talisman of Concentrated Vitality Gain a burst of Health.	1	120 secs			2	4			1			Witch's Cave Legendary Chest
	2	115 secs			4	6			2	Hacksilver	3250	
										Dust of Realms	4	
	3	110 secs			6	8			3	Hacksilver	7000	
										Dust of Realms	7	
	4	105 secs			8	10			4	Hacksilver	12000	
										Dust of Realms	12	

Talisman of Betrayal To activate, Press R3 while aiming to slow down time. Ranged attacks in this mode are more powerful.	1	N/A			2			2	1			Complete Favor: Fáfnir's Hoard
	2				4			4	2	Hacksilver	5000	
										Dust of Realms	4	
	3				6			6	3	Hacksilver	10000	
										Dust of Realms	7	
	4				8			8	4	Hacksilver	15000	
										Dust of Realms	12	
Týr's Talisman One-half of an ancient Talisman, famed for its great luck, that once belonged to the god Týr. Greatly increases Luck, and gives a small increase to all other Stats.	2	N/A	2	2	2	2	10	2	1			Complete Favor: Anatomy of Hope
	3		4	4	4	4	15	4	2	Hacksilver	3250	
RARE												
Talisman of Unbound Potential Refresh all Runic Attack cooldowns. Also has a Passive Effect that increases Runic when a Runic Attack is on cooldown.	3	180 secs		8	6			4	1	Hacksilver	15000	Shop
	4	175 secs		10	8			6	2	Hacksilver	10000	
										Dust of Realms	7	
	5	170 secs		12	10			8	3	Hacksilver	20000	
										Dust of Realms	12	
	7	165 secs		14	12			10	4	Hacksilver	40000	
										Dust of Realms	18	
Golden Talisman of Protection Press L1 immediately after being hit to recover faster. Also has a Passive Effect that increases the timing window on parries, and greatly increases Defense when blocking.	2	n/a			4			4	1			Stone Falls Legendary Chest
	3				6			6	2	Hacksilver	12000	
										Dust of Realms	4	
	4				8			8	3	Hacksilver	15000	
										Dust of Realms	7	
	5				10			10	4	Hacksilver	17500	
										Dust of Realms	12	

Amulet of Kvasir A last-second dodge activates Realm Shift, temporarily slowing down surrounding enemies. Upgrading this item increasing the duration of Realm Shift.	2	n/a			4			4	1			Alfheim (Light Elf Sanctuary) Legendary Chest
	3				6			6	2	Hacksilver	12000	
										Dust of Realms	4	
	4				8			8	3	Hacksilver	17500	
										Dust of Realms	7	
	5				10			10	4	Hacksilver	40000	
										Dust of Realms	12	
Horn of Heimdall Unleash a powerful attack that inflicts Stun damage and knocks back nearby enemies. This effect has a cooldown. Also has a passive effect that reduces this Talisman's cooldown on successful blocks and parries.	3	n/a			6				1			Veithurgard—Dauði Hamarr Drop
	4				8				2	Hacksilver	10000	
										Dust of Realms	7	
	5				10				3	Hacksilver	20000	
										Dust of Realms	12	
	6				12				4	Hacksilver	40000	
										Dust of Realms	18	
LEGENDARY			STR	RUN	DEF	VIT	LCK	CLD				
Sinmara's Cinder Summon a raging Muspelheim maelstrom that prevents Kratos' attacks from being interrupted, reduces the amount of damage he takes, and inflicts normal and Burn damage to all nearby enemies.	5	120 secs	10		8	6			1	Hacksilver	17500	Muspelheim Shop
										Smolering Ember	14	
	6	115 secs	14		13	10			2	Hacksilver	32000	
										Smoldering Ember	16	
										Crest of Flame	8	
	7	110 secs	20		17	12			3	Hacksilver	55000	
										Smoldering Ember	30	
										Greater Crest of Flame	5	
										Crest of Surtr	1	

Hvergelmir Stone Summon a cleansing fog that restores a small amount of Health, and increases the amount of time Kratos can stay in the Cursed Mist of Niflheim.	6	120 secs			13	16	11		1	Hacksilver	32000	Niflheim Shop
										Mist Echoes	1000	
	7	110 secs			15	18	14		2	Hacksilver	55000	
										Mist Echoes	1750	
										Niflheim Alloy Fragment	3	
										Haze Weave	1	
	8	105 secs			17	20	16		3	Hacksilver	90000	
										Mist Echoes	2500	
										Aesirbane	1	
										Haze Weave	2	
EPIC			**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**				
Aegir's Protection Create a small defensive zone that prevents Kratos' attacks from being interrupted, and reduces the amount of damage he takes. When upgraded, it restores a small amount of Health as well.	4	120 secs			8				1			Landsuther Mines–Dark Elf Lord Drop
	6	110 secs			13				2	Hacksilver	32000	
										Dust of Realms	25	
										Pure Realm Essence	1	
	8	100 secs			17				3	Hacksilver	90000	
										Dust of Realms	25	
										Pure Realm Essence	3	
Shattered Gauntlet of Ages An ancient relic of Hel deemed too powerful to remain whole, fragments of its former strength lie scattered throughout the realms...	6	120 secs			8				1			Northri Stronghold–Traveler Drop
	7	120 secs			13				2	Hacksilver	55000	
										Dust of Realms	18	
										Dragon Scale	2	
	8	120 secs			17				3	Hacksilver	90000	
										Dust of Realms	25	
										Dragon Scale	3	

Talisman of the Realms Summon a Realm Shift that temporarily slows down surrounding enemies. Upgrade to increase the duration of Realm Shift.	6	120 secs	8		13			14	1			Witch's Cave—Valkyrie Kara Drop
	7	110 secs	10		15			16	2	Hacksilver	55000	
										Dust of Realms	18	
										Asgardian Steel	2	
	8	100 secs	12		17			20	3	Hacksilver	90000	
										Dust of Realms	25	
										Perfect Asgardian Steel	1	
Talisman of Cursed Power Unleash a wave of Cursed Mist that instantly Weakens all surrounding enemies by lowering their overall Stats.	5	120 secs		8	16				1			Niflheim Realm Tea (15,000 Mist Echoes, Revenants x3)
	6	110 secs		10	18				2	Hacksilver	32000	
										Mist Echoes	2000	
										Niflheim Alloy Fragment	5	
	7	100 secs		12	20				3	Hacksilver	55000	
										Mist Echoes	2500	
										Haze Weave	5	
	8	90 secs		15	22				4	Hacksilver	90000	
										Mist Echoes	3000	
										Aesirbane	1	
The Charm of Infinite Storms Summon a storm of ice that prevents Kratos' attacks from being interrupted, reduces the amount of damage he takes, and inflicts normal and Frost damage to all nearby enemies.	4	150 secs		12	8			4	1			Helheim Legendary Chest (Requires Atreus)
	5	145 secs		15	10			6	2	Hacksilver	17500	
										Dust of Realms	18	
										Glacial Catalyst	1	
	6	140 secs		17	13			8	3	Hacksilver	32000	
										Dust of Realms	25	
										Glacial Catalyst	1	
	8	135 secs		20	17			10	4	Hacksilver	90000	
										Dust of Realms	33	
										Glacial Catalyst	1	

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Kratos' Armor

Enchantments

Enchantments are bonuses that can be added to Kratos' equipment. They all provide a small boost to select Stats, but many also give some kind of bonus, such as a burst of health or Strength at specified activation points. These Enchantments are slotted into your equipment via Enchantment Sockets.

Much of the armor that you find, earn, and purchase features Enchantment Sockets. The most basic pieces do not start out with any, but anything upgraded to Level 3 or above common has at least one slot. Better sets possess three sockets once fully upgraded. A couple of select Talismans also have this feature.

Randomly Generated Enchantments

Many Enchantments found as you explore the realms are randomly generated. The names of these perks give you a clue what to expect. Unlocked as you progress through the Journey, Huldra Shops allow you to generate a random Enchantment. Common Enchantment costs 3000 Hacksilver and 2 Enchanted Dust. Rare is 10000 Hacksilver and 10 Enchanted Dust. Legendary requires 15000 Hacksilver and 50 Enchanted Dust. Epic will set you back 15000 Hacksilver and 250 Enchanted Dust.

Stat Boost

The last word in the name specifies which Stats are given a boost. As you can see from the following table, if only one Stat is Affected, it is given the name of that Stat. If two Stats are boosted, a unique name is given.

The Huldra Shops offer a variety of Symbol of ____ Enchantments for sale. Keep an eye out for a random Epic Enchantment called Shard ___ of the Realm that can boost any Stat for a maximum of 15.

	STRENGTH	DEFENSE	VITALITY	RUNIC	LUCK	COOLDOWN
Strength	Courage	Heart	Berserk	Rune-Fighting	Triumph	Vigor
Defense	-	Perseverance	Survival	Determination	Providence	Consideration
Vitality	-	-	Menace	Fervor	Resilience	Tenacity
Runic	-	-	-	Cunning	Bounty	Concentration
Luck	-	-	-	-	Shadows	Fortune
COOLDOWN	-	-	-	-	-	Defiance

Burst and Buff Effect

If the first word in a generated Enchantment is one of the following, it has a chance to provide the corresponding burst or buff effect.

PERK EFFECT	ADJECTIVE
Cooldown Burst	Inscribed
Runic Buff	Etched
Health	Polished
Shield	Inlaid
Defense Buff	Sturdy
Offense Buff	Sharp
Rage	Jagged

The burst or buff is activated by one of six actions. The following list shows how the middle term in the Enchantment name effects this activation method.

TERM	BURST/BUFF ACTIVATED...
Brand	on any successful axe cleave attack
Crest	on a successful block or parry
Relic	at low health
Sigil	whenever an enemy is defeated
Sign	after taking damage

Enchantment Perks

Here is a list of possible burst/buff bonuses. As you can see, some have a higher chance of success than others.

PERK	DESCRIPTION
RANDOM	
Defender's Cooldown	Moderate Perk activation chance to grant a Blessing of Cooldown on any successful block.
Defender's Rage Burst	Moderate Perk activation chance to grant a short burst of Rage on any successful block.
Duelist's Runic	High Perk activation chance to grant a short boost to Runic on any successful parry.
Duelist's Defense	High Perk activation chance to grant a Gift of Defense on any successful parry.
Duelist's Strength	High Perk activation chance to grant a Gift of Strength on any successful parry.
Duelist's Health Burst	High Perk activation chance to grant a Health Burst on any successful parry.
Duelist's Protective Barrier	High Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, on any successful parry.
Berserker's Cooldown	Very low Perk activation chance to grant a Blessing of Cooldown when damage is taken.

Berserker's Defense	Very low Perk activation chance to grant a Gift of Defense when damage is taken.
Berserker's Rage Burst	Very low Perk activation chance to grant a Rage Burst when damage is taken.
Unyielding Strength	High Perk activation chance to grant a Gift of Strength when Kratos' Health drops to a critical level.
Unyielding Defense	High Perk activation chance to grant a Gift of Defense when Kratos' Health drops to a critical level.
Unyielding Runic	High Perk activation chance to grant a Blessing of Runic when Kratos' Health drops to a critical level.
Evasive Defense	Moderate Perk activation chance to grant a Gift of Defense on any successful last-second evade.
Evasive Runic	Moderate Perk activation chance to grant a Blessing of Runic on any successful last-second evade.
Evasive Strength	Moderate Perk activation chance to grant a Gift of Strength on any successful last-second evade.
Evasive Health Burst	Moderate Perk activation chance to grant a Health Burst on any successful last-second evade.
Evasive Cooldown	Moderate Perk activation chance to grant a Blessing of Cooldown on any successful last-second evade.
Slayer's Strength	Moderate Perk activation chance to grant a Gift of Strength on any successful axe kill.
Slayer's Runic	Moderate Perk activation chance to grant a Blessing of Runic on any successful axe kill.
Slayer's Defense	Moderate Perk activation chance to grant a Gift of Defense on any successful axe kill.
Slayer's Cooldown	Moderate Perk activation chance to grant a Blessing of Cooldown on any successful axe kill.
RANDOM (NIFLHEIM)	
Revenge of Niflheim	High Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful kill.
Lesser Protection of Niflheim	Slightly increases duration of protection against the Cursed Mist of Niflheim. (Stacks up to 6 times max.)
Precision of Niflheim	High Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful precision throw.
Niflheim's Executioner	High Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful Executioner's Cleave.
Niflheim's Defense	High Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful parry.
UNIQUE	
Realm Shift	Very low Perk activation chance to temporarily slow nearby enemies when damage is taken.
Blessing of Swiftness	Slightly increases max sprinting speed.
UNIQUE	
Sprinter's Unstoppable Aura	Sprinting for 3 seconds grants Unstoppable Aura, preventing interruptions by enemy attacks.
Fortification	Holding Block for several seconds grants Fortification, causing an explosive knockback after the next successful block.

Apollo's Enduring Gift	Increases the duration of Gift of Apollo Runic Attack.
Runic Blast Supremacy	Increases the damage of the Blast of Hephaestus Runic Attack.
Runic Slash Enhancement	Adds an explosive bomb to the Wrath of Artemis Runic Attack.
Runic Nemean Supremacy	Increases the damage of the Nemean Crush Runic Attack.
Runic Tartarus Supremacy	Increases the damage of the Tartarus Rage Runic Attack.
Enduring Frost Blessings	Greatly increases the duration of the Blessings of the Frost Runic Attack.
Enduring Wrath of the Frost	Greatly increases the duration of the Wrath of the Frost Ancient Runic Attack.
Hel's Runic	Using the Hel's Touch Runic Attack grants a Blessing of Runic.
Mists' Strength	High Perk activation chance to grant a Gift of Strength when using the Mists of Helheim Runic Attack.
Chilling Breath Enhancement	Increases the damage inflicted by the Breath of Thamur Runic Attack.
Aura of Weakness	Nearby enemies, within 15 meters, are Weakened.
Regenerating Essence	Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)
Striking Health Burst	Moderate Perk activation chance to grant a Health Burst when using a Runic Attack.
Striking Runic	Moderate Perk activation chance to grant a Blessing of Runic when using a Runic Attack.
Speedy Evasion	Gain a burst of speed and travel an increased distance when evading.
Blessing of the Light Elves	Reduces all damage from Dark Elves' attacks by 12% (stacks up to 36% max).
Protection Against the Fallen	Reduces all damage from Valkyries' attacks by 5% (stacks up to 15% max).
Frost Attack Resistance	Increases resistance to Frost attacks by 20% (stacks up to 60% max).
Fire Attack Resistance	Increases resistance to Burn damage by 20% (stacks up to 60% max).
Poison Resistance	Increases resistance to Poison by 20% (stacks up to 60%).
Blind Resistance	Increases resistance to Blind by 20% (stacks up to 60% max).
Protection of the Bifröst	12% resistance to all status effects, including Frost, Burn, Blind, Daze, and Poison.
Realm Shift	Very low Perk activation chance to temporarily slow nearby enemies on any successful hit.
Fortune's Strike	Moderate Perk activation chance to grant a short boost to Runic, Strength, or Defense on any successful hit.
Protection of the Valkyrie	Very low Perk activation chance on any successful weapon hit to grant Protection of the Valkyrie, granting 50% resistance to all status effects and possibility of being staggered by enemy attacks.

Bare-Handed Damage Increase	Increases the damage inflicted from all Bare-Handed attacks by 6% (stacks up to 18% max).
Protection of Niflheim	Greatly increases resistance to the Cursed Mist of Niflheim. (Stacks with any other resistances to the Cursed Mist.)
Destroyer's Health Burst	Very high Perk activation chance to grant a Health Burst on any successful Runic Attack kill.

Unique Enchantments

There are a number of unique Enchantments found in containers, rewarded for completing quests, and earned after killing certain enemies. Some of these Enchantments are pretty specific in their usage, but they typically offer the best bonuses.

ENCHANTMENTS	LEVEL	STR	RUN	DEF	TGH	LCK	CLD	LOCATION
RARE								
Brilliant Mark of the Dragon Sprinter's Unstoppable Aura—Sprinting for 3 seconds grants Unstoppable Aura, preventing interruptions by enemy attacks.	3	4					4	Complete Favor: The Imprisonment of Otr
Brilliant Scale of the Chained Arcane Runic—Moderate Perk activation chance to grant a Blessing of Runic when using a Runic Attack.	4			7			7	Complete Favor: The Flight of Fáfnir
Fire Sigil of Protection Fire Attack Resistance—Increases resistance to Burn damage by 20% (stacks up to 60% max).	3			4				Völunder Mines—Soul Eater Drop (Favor: Second Hand Soul)
Fire Sigil of Focus Fire Attack Resistance—Increases resistance to Burn damage by 20% (stacks up to 60% max).	4						4	Iron Cove—Fire Ancient Drop
Fire Sigil of Might Fire Attack Resistance—Increases resistance to Burn damage by 20% (stacks up to 60% max).	3	4						Veithurgard Pass—Lava Ancient Drop
Frost Sigil of Focus Frost Attack Resistance—Increases resistance to Frost attacks by 20% (stacks up to 60% max).	4						4	The Mountain—Frost Ancient Drop
Frost Sigil of Defense Frost Attack Resistance—Increases resistance to Frost attacks by 20% (stacks up to 60% max).	4			4				Northern Dock—Frost Ancient Drop
Frost Sigil of Runic Frost Attack Resistance—Increases resistance to Frost attacks by 20% (stacks up to 60% max).	4		4					Stone Falls Coffin
Seiðr Sigil of Runic Power Poison Resistance—Increases resistance to Poison by 20% (stacks up to 60%).	1		4					Konùnsgard Stronghold—Soul Devourer Drop
Seiðr Sigil of Toughness Poison Resistance—Increases resistance to Poison by 20% (stacks up to 60%).	3				4			Fáfnir's Storeroom—Forest Ancient Drop
Seiðr Sigil of Protection Poison Resistance—Increases resistance to Poison by 20% (stacks up to 60%).	4			4				Ruins of the Ancient—Soul Devourer Drop

Stone of Frost Mastery Frost Mastery—Increases all Frost damage inflicted by 15% (stacks up to 50% max).	5		5					Treasure Map —The Turtle's Tribute
Stone of Fire Mastery Frost Mastery—Increases all Burn damage inflicted by 15% (stacks up to 50% max).	5		5					Rune Vault Coffin
Sigil of the Axe Axe Throw Mastery—Increases all Burn damage inflicted by 15% (stacks up to 50% max).	4		5					Treasure Map —Hunter's Kingdom
Fragmented Heart of Alfheim Blessing of the Light Elves—Reduces all damage from Dark Elves' attacks by 12% (stacks up to 36% max).	3			4				Alfheim—Stone Ancient Drop
Týr's Shard Bonus to all Stats.	6	6	6	6	6	6	6	Complete all Wayward Spirits Favors
LEGENDARY		**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**	
Dagr's Fiery Shard Runic Tartarus Supremecy—Increases the damage of the Tartarus Rage Runic Attack. Provides a boost in two random Stats.	6							Shop
Logi's Fiery Shard Runic Nemean Supremecy—Increases the damage of the Nemean Crush Runic Attack. Provides a boost in two random Stats.	6							Shop
Aurvandil's Fiery Shard Apollo's Enduring Gift—Increases the duration of Gift of Apollo Runic Attack. Provides a boost in two random Stats.	6							Shop
Jarnsaxa's Fiery Shard Runic Slash Enhancement—Adds an explosive bomb to the Wrath of Artemis Runic Attack. Provides a boost in two random Stats.	6							Shop
Hyrrokkin's Fiery Shard Runic Blast Supremecy—Increases the damage of the Blast of Hephaestus Runic Attack. Provides a boost in two random Stats.	6							Shop
Hymir's Frozen Shard Enduring Frost Blessings—Greatly increases the duration of the Blessings of the Frost Runic Attack. Provides a boost in two random Stats.	6							Shop
Buri's Frozen Shard Enduring Wrath of the Frost—Greatly increases the duration of the Wrath of the Frost Ancient Runic Attack. Provides a boost in two random Stats.	6							Shop
Borr's Frozen Shard Hel's Runic—Using the Hel's Touch Runic Attack grants a Blessing of Runic. Provides a boost in two random Stats.	6							Shop
Bestla's Frozen Shard Mists' Strength—High Perk activation chance to grant a Gift of Strength when using the Mists of Helheim Runic Attack. Provides a boost in two random Stats.	6							Shop
Hroor's Frozen Shard Chilling Breath Enhancement—Increases the damage inflicted by the Breath of Thamur Runic Attack. Provides a boost in two random Stats.	6							Shop
Heart of Svartalfheim Regenerating Essence—Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	5		6			5		Wildwoods—Hidden Chamber (Close Realm Tear)

Shard of the Elements Protection of the Bifröst—12% resistance to all status effects, including Frost, Burn, Blind, Daze, and Poison.	5				5			Landsuther Mines Coffin
Hamingja Essence Luck	6					13		Northri Stronghold
Heart of Midgard Bare-Handed damage increase—Increases the damage inflicted from all Bare-Handed attacks by 6% (stacks up to 18% max).	5	7						River Pass Valkyrie—Kara
Mark of the Ranger Axe Throw Mastery—Increases damage of all axe throws by 6% (stacks up to 18% max).	5						5	Thamur's Corpse Coffin
Feathers of the Fallen Servant Blessing of Swiftness—Slightly increases max sprinting speed.	6					7		Thamur's Corpse—Valkyrie Gunnr
Valkyrie's Bane Protection Against the Fallen—Reduces all damage from Valkyries' attacks by 5% (stacks up to 15% max).	5	5	5					Thamur's Corpse—View Jötnar Shrine inside Hidden Chamber of Odin, Asgard Tower—Hel-Traveler Drop
Mark of Brilliant Force Stun Mastery—Increases Stun damage inflicted by 10% (stacks up to 30% max).	5	5			5			Shop
Eye of Rage Raging Fury—Increases the rate at which Rage is gained by 10% (stacks up to 30% max).	5	5			5			Treasure Map—Kneel Before Thor!
Eye of Fury Raging Control—Reduces the Rage cost of using attacks while in Spartan Rage by 15% (stacks up to 45% max).	5		5				5	Treasure Map—Don't Blink
Eye of Runic Mastery Runic Protection—Taking damage during a Runic Attack reduces damage taken by 15% (stacksup to 50% max).	4		2				2	Treasure Map—The Historian
Eye of Runic Supremacy Runic Bulwark—Taking damage during a Runic Attack reduces damage taken by 30% (stacksup to 50% max).	5		6				5	Treasure Map—The Last Place They'd Look
Stone of Frost Supremacy Frost Supremacy—Increases all Frost damage inflicted by 25% (stacks up to 50% max).	5		5					Treasure Map—Njord's Oarsmen
Stone of Fire Supremacy Fire Supremacy—Increases all Burn damage inflicted by 25% (stacks up to 50% max).	6		5					Helheim Return Coffin
Sigil of the Weapon Momentum Mastery—Increases the rate of Permafrost or Immolation gain by 7% (stacks up to 21% max).	5	7						Foothills Coffin (Requiers Blades of Chaos)
EPIC		**STR**	**RUN**	**DEF**	**VIT**	**LCK**	**CLD**	
Eye of Niflheim Protection of Niflheim—Greatly increases resistance to the Cursed Mist of Niflheim. (Stacks with any other resistances to the Cursed Mist.)	6			8	8			Niflheim Center Chamber Legendary Chest (2500 Mist Echoes)
Heart of Vanaheim Fortunes Strike—Moderate Perk activation chance to grant a short boost to Runic, Strength, or Defense on any successful hit.	4	4					4	Foothills Valkyrie—Geirdriful Drop

Leviathan's Eye Axe Throw Mastery—Increases damage of all axe throws by 6% (stacks up to 18% max).	6	9						Muspelheim Valkyrie—Göndul Drop
Asgard's Shard of Existence Fortification—Holding Block for several seconds grants Fortification, causing an explosive knockback after the next successful block.	6			8				Helheim Valkyrie—Rota Drop
Eye of the Outer Realm 7 to every Stat	6	7	7	7	7	7	7	Secret Chamber of Odin Coffin
Muspelheim's Eye of Power Fire Attack Resistance—Increases resistance to Burn damage by 20% (stacks up to 60% max).	6	10		10	10			Muspelheim Shop
Glowing Gem of the Nine Realm Shift—Very low Perk activation chance to temporarily slow nearby enemies on any successful hit.	6				13			Shop
Njörd's Temporal Stone Realm Shift—Very low Perk activation chance to temporarily slow nearby enemies when damage is taken.	6		11				12	Council of Valkyries—Sigrun Drop
Andvari's Soul Destroyer's Health Burst—Very high Perk activation chance to grant a Health Burst on any successful Runic Attack kill.	6		8				6	Complete Favor: Deus Ex Malachite
Heart of the Valkyrie Protection of the Valkyrie—Very low Perk activation chance on any successful weapon hit to grant Protection of the Valkyrie, granting 50% resistance to all status effects and possibility of being staggered by enemy attacks.	6		8	8	8		8	Niflheim—Valkyrie Hildr
Scale of the Mighty Aura of Fire—High Perk activation chance to grant a boost to Strength and a burst of Health when Kratos' Health drops to a critical level.	6		14					Complete Favor: The Fire of Reginn
Ivaldi's Corrupted Mind Aura of Weakness—Nearby enemies, within 15 meters, are Weakened.	7	12	12	12				Alfheim—Valkyrie Olrun
Eye of the Winged Chosen Speedy Evasion—Gain a burst of speed and travel an increased distance when evading.	6						13	The Mountain—Valkyrie Eir
Mark of the Element Momentum Mastery—Increases the rate of Permafrost or Immolation gain by 7% (stacks up to 21% max).	6		10					Konùnsgard Stronghold Coffin (Favor: Hail to the King)

Kratos' Armor

Atreus' Armor

Atreus has his own armor that offers unique abilities and bonuses. He begins the game with the Tunic of Hope, which offers no bonuses. As you progress through the Journey, three tiers of armor are unlocked at the shops. Only Hacksilver is required to purchase them, and it is well worth the investment to get him into the best available armor. Atreus wears only one piece of armor—either a Vestment, Garb, or Tunic. Each of these has unique bonuses. The Vestment gives him better support abilities, the Garb is for long-range fighting, and the Tunic is best for close combat. Choose the one that suits your playstyle the best, or mix it up based on the current situation.

ARMOR	COST (HACKSILVER)	LOCATION
Tunic of Hope Fashioned from leather and wolf hide. A gift from Atreus' mother. Cannot be sold.	N/A	Start with Tunic
TIER 1		
Basic Sharpshooter Garb Reduces the Talon Bow's arrow recharge time.Aimed Shot: Enemies in air take increased damage.	7500 +2 Soft Svartalfheim Steel	Shop
Basic Fighter Tunic Increases Atreus' melee damage.Expose Weakness: Enemies choked by Atreus will take increased damage.	7500 +2 Soft Svartalfheim Steel	Shop
Basic Runic Vestment Increases Atreus' recovery speed from enemy attacks.Healthstone Assist: Atreus will sometimes find Healthstones when Kratos is injured.	7500 +2 Soft Svartalfheim Steel	Shop
TIER 2		
Superior Sharpshooter Garb Greatly reduces the Talon Bow's arrow recharge time.Barrage: When rapid firing, the last arrow inflicts increased damage.Plus Aimed Shot	18000 +2 Solid Svartalfheim Steel	Shop
Superior Fighter Tunic Greatly increases Atreus' melee damage.Enhanced Strikes: Increases Stun damage inflicted by Atreus' melee attacks.Plus Expose Weakness	18000 +2 Solid Svartalfheim Steel	Shop
Superior Runic Vestment Greatly increases Atreus' recovery speed from enemy attacks.Healthstone Enhancement: Increases Healthstone potency.Plus Healthstone Assist	18000 +2 Solid Svartalfheim Steel	Shop
TIER 3		
Legendary Sharpshooter Garb Massively reduces the Talon Bow's arrow recharge time.Aerial Dominance: Arrows fired while in air inflict additional damage.Plus Aimed Shot & Barrage	45000 +1 Hardened Svartalfheim Steel	Shop
Legendary Fighter Tunic Massively increases Atreus' melee damage.Iron Grip: Atreus can choke enemies for longer.Plus Expose Weakness & Enhanced Strikes	45000 +1 Hardened Svartalfheim Steel	Shop
Legendary Runic Vestment Massively increases Atreus' recovery speed from enemy attacks.Runic Attunement: After using a Runic Summon, arrows will deal additional Status damage for 8 seconds.Plus Healthstone Assist & Healthstone Enhancement	60000	Shop

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Kratos' Armor

Resources

Hacksilver is the most common resource in the game. It's earned for most everything you do in the game and is required for most purchases at the shops. There are many more resources required for crafting/upgrading equipment and upgrading Kratos. We've listed them all in the following table. The number we list in the "Required" column represents what you need to craft and upgrade everything that uses that resource.

RESOURCE	HOW OBTAINED	HOW USED
Aegir's Gold	Very common while boating the Lake of Nine.	Upgrade common, rare, and Legendary armor. Buy Runic Attacks.
Soft Svartalfheim Steel	Loot coffins and large enemies.	Upgrade common armor and Talon Bow.
Solid Svartalfheim Steel	Loot coffins and large enemies.	Upgrade rare and Traveler's armor and Talon Bow.
Hardened Svartalfheim Steel	Loot coffins and large enemies. Purchase for 2500 Hacksilver each once exchange is available at shops.	Upgrade Legendary and Traveler's armor and Talon Bow.
World Serpent Scale Fragment	Loot from chests and enemies around Lake of Nine after first water drop.	Craft common weapon Pommels.
World Serpent Scale	Loot from chests and enemies around Lake of Nine after second water drop.	Craft rare weapon Pommels.
Dust of Realms	Close Realm Tears to receive this resource.	Craft and upgrade common and rare Talismans. Also upgrade an Epic Talisman: The Charm of Infinite Storms.
Pure Essence of Realms	Found in select Realm Tears.	Upgrade powerful Talisman.
Frozen Flame	Receive after completing five specific tasks. Refer to the Labors chapter for full details.	Upgrade Leviathan Axe.
Chaos Flame	Receive after completing four specific tasks. Refer to the Labors chapter for full details.	Upgrade Blades of Chaos.
Leiptr Alloy	Receive one after defeating Magni and Modi. Two more are obtained from two Treasure Maps.	Upgrade the axe Pommel: Grip of Tanngiost.
Eternal Frost	Treasure Map reward.	Upgrade the axe Pommel: Ymir's Breath.
Unyielding Cinders	Treasure Map reward.	Upgrade the Blades Pommels: Explosive Grips of Fire.
Unstable Ore	Treasure Map reward.	Upgrade the Grips of the Cursed Flame.
Oblivion Stone	Find in chests at Konúngsgard Stronghold. Found in Treasure Map caches.	Upgrade the axe Pommel: Hrǽzla Farmaðr's Grip.
Dragon Tear	Release the three World Dragons as part of "The Dragon's Curse" Labor. Also earn after defeating Hrǽzlyr the Dragon. Dig one up at Forgotten Caverns late in the game.	Upgrade two Epic Talismans: The Gauntlet of Ages (Shattered) and Talisman of the Empowering Rift.
Corrupted Remnant	Earn by completing the objectives for the "Unfinished Business" Favor.	Upgrade the axe Pommel: Versatile Warrior's Handle.
Glacial Catalyst	Find one behind the runic gate at the frozen lake. Two are found from from Treasure Maps.	Upgrades the Epic talisman, The Charm of Infinite Storms.
Pristine Dust of the Realm	Found only at Stone Falls.	Used to upgrade powerful armor.
Pristine Ore of the Realm	Found only in the Iron Cove.	Used to upgrade powerful armor.
Pristine Scales of the Realm	Found only at the Light Elf Outpost.	Used to upgrade powerful armor.
Traveler's Grisly Trophy	Kill and loot a Traveler.	Craft and upgrade Traveler armor.
Traveler's Armor Shard	Kill and loot a Traveler.	Craft and upgrade Traveler armor.
Ancient's Rubble	Kill and loot an Ancient.	Craft and upgrade an Ancient armor set.
Ancient's Heart	Kill and loot an Ancient.	Craft and upgrade an Ancient armor set.
Offering to Týr	Complete three Wayward Spirit Favors: "Anatomy of Hope," "Dead Freight," and "Hammer Fall."	Return to Brok or Sindri, and they can create Týr's armor set.
Dragon's Fury	Complete Brok and Sindri's final Favor, "Hail to the King."	Use at Brok's or Sindri's shop to craft Brok's Powerful War Belt or Sindri's Elegant Battle Belt, respectively. Bonuses vary depending on which brother you choose to craft them.
Screams of the Innocent	Complete Brok and Sindri's final Favor, "Hail to the King."	Use at Brok's or Sindri's shop to craft Brok's Powerful Gauntlets or Sindri's Elegant Gauntlets, respectively. Bonuses vary depending on which brother you choose to craft them.
Ultimate Sacrifice	Complete Brok and Sindri's final Favor, "Hail to the King."	Use at Brok's or Sindri's shop to craft Brok's Powerful Cuirass or Sindri's Elegant Cuirass, respectively. Bonuses vary depending on which brother you choose to craft them.
Smoldering Ember	Complete Muspelheim Trials and loot chests around the realm.	Craft and upgrade Muspelheim armor, weapon Pommels,and Talisman.
Crest of Flame	Complete select Impossible Trials in Muspelheim.	Upgrade Muspelheim equipment.
Greater Crest of Flame	Score a Silver or Gold on Impossible VI Trial in Muspelheim.	Upgrade Muspelheim equipment.
Crest of Surtr	Score a Gold on Impossible VI Trial in Muspelheim.	Upgrade Muspelheim equipment.
Rusted Royal Armor	Collect as part of Sindri's second Niflheim Favor, "Ivaldi's Protection."	Return to Sindri to craft the recipes for the Niflheim armor sets.
Mist Echoes	Loot chests in Niflheim.	Main resource when crafting and upgrading Niflheim armor, Pommels, and Talisman.
Niflheim Alloy Fragment	Loot from Legendary Chests in Niflheim.	Craft Niflheim armor and upgrade the Talisman.
Haze Weave	Loot from Legendary Chests in Niflheim.	Upgrade Niflheim armor to II and upgrade Pommels and Talisman.
Aesirbane	Loot from Legendary Chests in Niflheim.	Upgrade Niflheim armor to III and upgrade Pommels.
Anchor of Fog	Loot from Legendary Chests in Niflheim.	Each Niflheim Realm Tear requires one Anchor of Fog.
Asgardian Steel	Kill and loot any Valkyrie.	Upgrade Valkyrie Pommels, Talisman, and armor set.
Perfect Asgardian Steel	Kill and loot a high-level Valkyrie (Hildr, Olrun, Kara, Rota, and Sigrun).	Further upgrade Valkyrie Pommels, Talisman, and armor set.
Enchanted Dust	Break down an Enchantment in the pause menu to generate the resource.	Create randomly generated Enchantments at Brok or Sindri's shops.
Iðunn Apple	Loot Nornir Chests.	Gather three for increased maximum health (three upgrades total).
Horn of Blood Mead	Loot Nornir Chests.	Gather three for increased maximum rage (three upgrades total).

Buy and Sell

At certain points throughout the game, Brok and Sindri begin offering resource exchanges. Some resources can be exchanged for Hacksilver or Mist Echoes. You can also buy a Hardened Svartalfheim Steel.

SELL...	FOR...	AVAILABILITY
10 Aegir's Gold	500 Hacksilver	Meet Sindri
100 Aegir's Gold	5000 Hacksilver	After second water drop
1 Soft Svartalfheim Steel	250 Hacksilver	After second water drop
10 Soft Svartalfheim Steel	2500 Hacksilver	After second water drop
40,000 Hacksilver	1 Hardened Svartalfheim Steel	Complete Journey
1 Solid Svartalfheim Steel	2500 Hacksilver	
10 Solid Svartalfheim Steel	25000 Hacksilver	
1 Hardened Svartalfheim Steel	10,000 Hacksilver	Complete Journey
100 World Serpent Scale Fragments	1 World Serpent Scale	
1 World Serpent Scale	100 World Serpent Scale Fragments	
1000 Hacksilver	1 Soft Svartalfheim Steel	
10,000 Hacksilver	1 Solid Svartalfheim Steel	
1 Niflheim Alloy Fragment	500 Mist Echoes	After Attempting Niflheim
1 Haze Weave	1000 Mist Echoes	After Attempting Niflheim
1 Aesirbane	2500 Mist Echoes	After Attempting Niflheim

Special Items

Quest items and other special items are logged into the Journal under the Resources tab. Two types of items that appear in this list provide a small Stat boost.

SPECIAL ITEM	STAT BOOST	LOCATION
Mark of the Dwarves	Runic +4	Automatically received after first meeting with Brok at River Pass
Mark of the Dwarves	Runic +4	Automatically received after meeting Sindri at Foothills
Mark of the Dwarves	Runic +4	Automatically received after visiting Sindri at Thamur's Corpse
Yggdrasil's Dew of Cooldown	Cooldown +2	Alfheim—Inlet to Lake of Light
Yggdrasil's Dew of Cooldown	Cooldown +2	Lake of Nine—Northeast of Light Elf Outpost
Yggdrasil's Dew of Defense	Defense +2	Lake of Nine—Southwest of Muspelheim Tower
Yggdrasil's Dew of Defense	Defense +2	Lake of Nine—South of Runis of the Ancient
Yggdrasil's Dew of Luck	Luck +2	Lake of Nine—Behind Buri's Storeroom
Yggdrasil's Dew of Luck	Luck +2	Lake of Nine—Behind Svartalfheim Tower (King's Hollow)
Yggdrasil's Dew of Runic	Runic +2	Lake of Nine—East of Iron Cove
Yggdrasil's Dew of Strength	Strength +2	Lake of Nine—Next to Alfheim Realm Tower
Yggdrasil's Dew of Strength	Strength +2	Lake of Nine—Front of Cliffs of the Raven
Yggdrasil's Dew of Strength	Strength +2	Lake of Nine—East of Niflheim Tower
Yggdrasil's Dew of Vitality	Vitality +2	Lake of Nine—Southeast of Isle of Death
Yggdrasil's Dew of Vitality	Vitality +2	Lake of Nine—Southwest of Isle of Death

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Fodder and Grunts

Overview

A NOTE ABOUT ENEMIES

The vast majority of foes faced in the Norse realms are lesser creatures that can be classified in ascending order as fodder (easy to kill), minor grunt (moderately difficult), and major grunt (requires advanced skill). Although these enemies are categorized lower than boss-level creatures, don't expect to button-mash your way through encounters. Each variant presents unique and dangerous challenges. Enemy squads often feature insidiously clever combinations of units with complementary skills, forcing you to make tactical adjustments in the heat of battle.

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Fodder and Grunts

Brood

Faction	Seiðr
Class	Minor Grunt
Strengths	Attacks in large numbers
Weaknesses	Weak to Stun, Rage, and Flyback
Power Level Growth	Increased stun resist
Unique Elite Enhancement	Flyback reactions no longer instantly kill them

Brood are extremely weak bipeds, although they make up for it by always hanging out in large packs. Avoid running into the group; instead, lure them out or use ranged attacks when possible. They're small, fast, and grow their arms into sharp points. Don't underestimate them.

Their primary move is a forward-jump attack that can be evaded by stepping to the side. Rapidly tap the Circle button if a Brood manages to latch on to Kratos' back.

The jump attack can also be countered with perfect timing. Just after the Brood's forward summersault, tap the Block button to knock it back. If that finishes it off, it detonates when contact is made with the ground or another foe. Dodge away from a dying Brood to avoid the Poison cloud. Brood are also capable of inflicting Poison with their attacks.

Though not as effective against the Seiðr Brood as the Hel-Brood, the Blades of Chaos's wide radius helps manage the pack better. Area-of-effect abilities are also useful in this situation.

In-Game Tips: "They can poison us, and we need to be extra careful of their leaping attack."

"The Brood explode when they die. We can use this to damage and knock away any nearby enemies."

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Fodder and Grunts

Legion

Faction	Seiðr
Class	Minor Grunt
Strengths	Attacks in large numbers
Weaknesses	Weak to Stun, Rage, and Flyback
Power Level Growth	Increased stun resist
Unique Elite Enhancement	Flyback reactions no longer instantly kill them

Legion are similar to Brood; they only appear in big packs and like to jump on Kratos. Fortunately, they also go down very easily. You only fight Legion at a couple of locations, but they can be a major annoyance if not quickly dealt with.

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Fodder and Grunts

Dark Elf

High mobility, moderate health, moderate resistance. These winged Elves are the most elusive enemy type Kratos encounters. They can easily evade melee attacks and block axe throws. Dark Elves are even fast enough to dodge away from trip attempts! Fortunately, they can't fly faster than Atreus' arrows. Use arrows to knock Dark Elves out of the air or Stun them long enough for Kratos to get in close and deal damage. Remember to keep an eye on Atreus when fighting Dark Elves, as they can incapacitate him.

DARK ELF

Faction	Elves
Class	Minor Grunt
Strengths	Strong to Shock
Weaknesses	Weak to Rage Weak to Weaken Weak to Bare Handed Weak to Atreus' damage
Power Level Growth	Weaknesses Improve Increased Damage Increased Status Power
Unique Elite Enhancement	Increased damage Resistant to all reaction (+50 Resistance)

The standard Dark Elf soldier can shoot an unblockable projectile that lands near Kratos and knocks him over with its explosive power. Sprint out of range to avoid taking damage from the attack.

In-Game Tips: "Dark Elves like to attack as a group. When Father lands a heavy hit or parries, it tends to break the swarm."

"If we can freeze or weaken the Dark Elves, it will prevent them from using air recoveries when launched."

DARK ELF WARRIOR

Faction	Elves
Class	Minor Grunt
Strengths	Increased resistance (+50). Strong to Shock
Weaknesses	Weak to Rage Weak to Weaken Weak to Bare Handed Weak to Atreus' damage
Power Level Growth	Weaknesses Improve Increased Damage Increased Status Power
Unique Elite Enhancement	Increased damage Resistant to all reaction (+50 Resistance)

The Dark Elf Warrior is tougher than the standard Dark Elf, and wields a heavier lance. This weapon hits so hard it creates a nasty shockwave that isn't easy to dodge.

In-Game Tips: "We should watch out for their charge attacks. They can cause temporary blindness. It's hard to fight when you can't see anything!"

"They are much easier to kill when grounded. Tripping them up seems to work pretty well."

DARK ELF SUMMONER

Faction	Elves
Class	Minor Grunt
Strengths	Strong to Shock
Weaknesses	Weak to Rage Weak to Weaken Weak to Bare Handed Weak to Atreus' damage
Power Level Growth	Weaknesses Improve Increased Damage Increased Status Power
Unique Elite Enhancement	Increased damage Resistant to all reaction (+50 Resistance)

This Dark Elf is distinguishable by its glowing wings and bright orange chest rune. His agility and fighting moves are similar to other Dark Elves with one major twist—as the name implies, the Dark Elf Summoner can summon friends! If left unchecked, the Summoner flies high in the air briefly before slamming his staff to the ground and summoning two Dark Elf minions. His summon ability is flashy and a bit lengthy; stop it with an arrow or an axe throw.

In-Game Tips: "When he spins his weapon, it means he's about to call in more Dark Elves. We should stop him before he slams it into the ground."

"He can block axe throws, but if we catch him off guard, Father's heavy axe throw will freeze him and negate his speed."

DARK ELF LORD

Faction	Elves
Class	Major Grunt
Strengths	Increased resistance (+50). Strong to Shock, Frost, Burn, Rage and Axe Toss
Weaknesses	Weak to Weaken and Light arrows
Power Level Growth	Increased damage and recovery from stun
Unique Elite Enhancement	Increased damage, resistance, and aggressiveness Gain new combo attack chains.

These Dark Elves have better attacks but are less slippery. They use a concussive rush attack that breaks Kratos' guard and applies a Blind status effect. Like other heavy types, their melee attacks are well-telegraphed, making them easy to evade. Kratos can parry the rush attack or trip them while they run toward him.

When the Dark Elf Lord takes to the air and lifts its staff, it fires three projectiles. It is often best to sprint out of the area instead of attempting to dodge roll. Better yet, sprint right at the enemy and hit him with a powerful combo while the projectiles detonate behind you.

Dodge out of the immediate area when the Dark Elf Lord takes flight, as it leaves a bomb behind in its place. Watch for its jump attack as it flies at you swinging its weapon and follows that up with another swing. These strikes can be parried.

In-Game Tips:"It's so strong and has thick armor, but leaves itself open after certain attacks."

"If we can freeze or weaken it, it won't be able to recover in the air when launched or knocked out of aerial attacks."

GLOOM NIGHTMARE

Faction	Elves
Class	Fodder
Strengths	N/A
Weaknesses	Weak to Shock, Stun and Rage
Power Level Growth	Increased aggressiveness and status effects
Unique Elite Enhancement	Increased damage and gains a new kamikaze divebomb attack like the Exploding Nightmare

This variant of Nightmare spits projectiles that can inflict the Blind status effect. As with all Nightmares, target them with Atreus' arrows to kill or knock them down. The Blades of Chaos are also effective against Nightmares, as long as you can get a hold of one, turning the flier into a bomb that can be used against other enemies.

In-Game Tips: "Father can hit them twice on the same axe throw; once on the throw and again on the recall."

"These Gloom Nightmares would make good target practice for me and my bow. Just a couple of arrows would probably bring them down."

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Fodder and Grunts

Draugr

Draugr are the most versatile enemy type in the game. Strategy varies depending on which version is encountered. In general, Draugr are vulnerable to being tripped or launched and have lower resistances to Stun and debuffs (Frost, Weaken, Shock).

DRAUGR

Faction	Primordial
Class	Minor Grunt
Strengths	Strong to Fire (Give Me God of War)
Weaknesses	Weak to Frost Weak to Rage
Power Level Growth	Weaknesses improve Stronger against Axe Stun Stronger against Arrow Stun Increased Aggression (Power Levels 7 & 8)
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Heavily Resistant to ring out reactions

Draugr are the first enemy Kratos faces in the Wildwoods, and one of the more prevalent foes throughout Midgard. They lack attack variety and those attacks are heavily telegraphed, giving the player ample opportunity to evade or parry. Those standard Draugr are easily stunned, easily tripped, and aren't very fast. Bamboozled attacks used with Atreus' arrows work best here. After a trip, follow up with a launcher and a juggle combo to make short work of them. If range is your thing, they can be killed easily with axe throws. These foes cause problems for Kratos only if they appear in numbers large enough to swarm and surround.

In-Game Tips: "Draugr fight with dangerous weapons, but they aren't very skilled with them. Not like Father and his axe. If we watch their movements, it should be easy to dodge or block their attacks."

"These basic Draugr aren't very fast or strong. We can dodge or block them, and take them down pretty easily."

HEAVY DRAUGR

Faction	Primordial
Class	Minor Grunt
Strengths	Strong to Fire (Give Me God of War) Strong to Rage Increased Health Resistant to all reaction (+50 Resistance) Heavily Resistant to Ring Out reactions
Weaknesses	Less Weak to Frost
Power Level Growth	Weaknesses improve Stronger against Axe Stun Stronger against Arrow Stun Increased Aggression (Power Levels 7 & 8)
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Heavily Resistant to ring out reactions

The Heavy Draugr cannot be tripped or launched by normal means, and has attacks that are difficult to interrupt at low tiers. While Heavy Draugr boast higher defenses, they're extremely slow swinging, which makes them vulnerable to evades. Use Atreus to draw their attention, leaving them open to backside attacks. Beware, however: the Heavy Draugr can incapacitate Atreus if left unchecked.

When Kratos performs a stun grab on a Heavy Draugr, he picks the enemy up and runs before tossing it straight ahead. Use the Draugr as a shield and rush through other enemies before aiming the body at another target or at a wall for increased damage.

In-Game Tips: "It takes a beat for him to recover after swinging, if we dodge, he'll be open to a counter-attack."

"His attacks are so strong, it makes blocking them really hard. Father should probably just dodge them."

DRAUGR (SHIELD)

Faction	Primordial
Class	Minor Grunt
Strengths	Strong to Fire (Give Me God of War)
Weaknesses	Weak to Frost Weak to Rage
Power Level Growth	Weaknesses improve Stronger against Axe Stun Stronger against Arrow Stun Increased Aggression (Power Levels 7 & 8)
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Heavily Resistant to ring out reactions

Defensive specialists. A frontal assault doesn't work against these Draugr. They can parry any melee attack and most ranged attacks (including Atreus' arrows and some projectile-based specials!). Using the Block **Break** skill is the best way to deal with them up close, as it sends them reeling back, giving Kratos an opportunity to counterattack. At range, a light axe throw aimed at their legs can bypass their shields and send them to the ground.

In-Game Tips: "Swinging wildly won't break his guard, but if Father uses his Block Break, he should be able to find an opening (Double Tap L1)."

"Parrying his attacks can also break his guard."

DRAUGR (DUAL WIELD)

Faction	Primordial
Class	Minor Grunt
Strengths	Strong to Fire (Give Me God of War) Decreased Health
Weaknesses	Weak to Frost Weak to Rage Weak to Stun
Power Level Growth	Weaknesses improve Stronger against Axe Stun Stronger against Arrow Stun Increased Aggression (Power Levels 7 & 8)
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Heavily Resistant to ring out reactions

Relentless assault Draugr. Their low health and resistances are similar to those of standard Draugr. Dual-Wield Draugr should always be your first focus if encountered in a group. Left unchecked, they can deal massive amounts of damage due to their combo potential. At higher tiers they can rush Kratos' guard, and if you're hit by their first attack, the second attack is guaranteed to land. They can be dealt with in the same manner as any other Draugr type, but with emphasis on avoiding or parrying their attack strings.

If possible, get the jump on the Draugr by tripping it up from distance. Keep an eye on the dangerous foes and evade their rush attacks.

In-Game Tips: "These Draugr really know how to use their weapons. We need to be ready for several attacks at once."

"With two weapons, they like to combo their attacks, but we can disrupt their flow by parrying their attacks."

DRAUGR POWER-UPS

Draugr can power-up their bodies, giving them access to devastating abilities. Any Draugr type can harness these abilities and can utilize more than one power-up. When encountered, powered-up Draugr should be Kratos' top-priority targets.

DRAUGR (PROJECTILE)

Faction	Primordial
Class	Minor Grunt
Strengths	Strong to Fire (Give Me God of War)
Weaknesses	Weak to Frost Weak to Rage
Power Level Growth	Weaknesses improve Stronger against Axe Stun Stronger against Arrow Stun Increased Aggression (Power Levels 7 & 8)
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Heavily Resistant to ring out reactions

Arm power-up. This is the ranged attack Draugr type, easy to identify by the orange glow of the free arm. Draugr with the Projectile enhancement can be fought in the same manner as any other Draugr. In most cases, their projectiles can be blocked or evaded easily, and the Countering Blast skill works well too, letting you parry their projectiles right back at them.

In-Game Tips: "They can attack from long range, but we should be safe if we dodge or block."

"He has to create his projectile before launching it. If either of us can interrupt his attack, he'll have to create it again."

DRAUGR (SPEED)

Faction	Primordial
Class	Minor Grunt
Strengths	Strong to Fire (Give Me God of War)
Weaknesses	Weak to Frost Weak to Rage
Power Level Growth	Weaknesses improve Stronger against Axe Stun Stronger against Arrow Stun Increased Aggression (Power Levels 7 & 8)
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Heavily Resistant to ring out reactions

Leg power-up. Mobile and evasive Draugr, identified by the distinctive yellow glow of both legs. These foes zip in and out of melee range, making them difficult to pin down. After they've attacked, Draugr with the Speed enhancement can quickly retreat to safety if Kratos doesn't immediately counter or parry. Atreus' arrows are vital in dealing with this Draugr type. A well-timed arrow barrage interrupts their movement and pins them down long enough for Kratos to mount an assault. Their charge attack can also be parried.

In-Game Tips: "These speedy enemies can be hard to hit. Father should wait for them to rush him and parry their attacks."

"I see them stomp their feet right before they charge. Should help us spot their incoming attacks."

DRAUGR (EXPLOSIVE)

Faction	Primordial
Class	Minor Grunt
Strengths	Immune to Burn. Increased Resistance +50 (Give Me God of War)
Weaknesses	Weak to Frost Weak to Rage
Power Level Growth	Weaknesses improve Stronger against Axe Stun Stronger against Arrow Stun Increased Aggression (Power Levels 7 & 8)
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Heavily Resistant to ring out reactions

Torso power-up. Think of this Draugr type as a bomb that can detonate repeatedly. Draugr with the Explosive enhancement feature a glowing midsection. They can leap from a distance and trigger an unblockable explosion of normal damage in a small radius around them; the explosion inflicts a Burning status effect that causes Kratos to take fire damage over time. The enhancement also makes these Draugr invulnerable to melee attacks when active. So, it's best to attack from a distance in order to detonate them, which briefly deactivates the ability and leaves the Draugr momentarily defenseless.

Kratos and Atreus can also capitalize on the volatility of this enemy's power-up for offensive purposes. An axe throw or an arrow causing the Draugr to explode inflicts damage on any other foes caught in the blast radius!

Their explosions are deadly, so always keep them in your sights and if their midsection glows, hit it with an axe throw or arrows. Be careful when going in for melee attacks. If it raises its sword, steer clear until you have detonated it.

In-Game Tips: "We should avoid hitting them with melee attacks when they're powered up; we'll be knocked back by an explosion."

"Father should throw his axe at them when they're powered up. They'll explode and damage all nearby enemies."

DRAUGR (POWER WEAPON)

Faction	Primordial
Class	Minor Grunt
Strengths	Strong to Fire (Give Me God of War)
Weaknesses	Weak to Frost Weak to Rage
Power Level Growth	Weaknesses improve Stronger against Axe Stun Stronger against Arrow Stun Increased Aggression (Power Levels 7 & 8)
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Heavily Resistant to ring out reactions

Weapon power-up. Identify these Draugr by the bright glow of the weapon-holding arm. The Power Weapon enhancement lets them set their swords ablaze to unleash an unblockable lava wave that inflicts a burning effect on Kratos if it hits. The deadly wave travels a good distance but is fairly narrow and easy to evade. It's also the only attack these Draugr use, and has a long start-up. Take advantage of this by evading to the side or using an axe toss to interrupt the move.

In-Game Tips: "They power-up their weapon and attack with a forward-moving shockwave."

"They have a strong attack, but if we dodge to the side we should be okay."

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Fodder and Grunts

Hel-Walker

Most denizens of Helheim are icy versions of the regular goons and creatures that populate other realms. These Hel-Walkers have harnessed the deadly power of frost and ice. Each variety features the distinctive bluish hue that indicates high Frost resistance, and each also has low Burn resistance. Most Hel-Walker encounters can be approached similarly to Draugr—they can be tripped, launched, and stunned the same as a Draugr but are a bit more resilient.

The Hel-Walker's primary attack is a Frost wave that applies a Slowed status effect to Kratos and puts nearby Hel-Walkers in a frenzy for the duration of the debuff. Frenzied Hel-Walkers increase their movement and attack speed, and in large groups can make short work of Kratos, so avoid incoming Frost waves at all times. Evading to the side is the best method to dodge the attack completely, though it can be blocked. Higher-level Hel-Walkers are capable of three successive Frost waves so remain alert.

HEL-REAVER

Faction	Hel-Walker
Class	Minor Grunt
Strengths	Strong to Frost
Weaknesses	Weak to Rage
Power Level Growth	Weaknesses improve Increased Aggression Increased Status Effect damage
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Take less damage

The basic Hel-Walker boasts moderate health and defense, carries a sword, and has low resistance to fire. They're prevalent in Helheim, and also found in parts of Midgard as well. Use the Blades of Chaos to slice through the Hel-Reavers, keeping them off-balance until you can finish them off. They're only a real threat in large groups, but the blades' wide attack radius allows

Kratos to deal with multiple enemies at once.

In-Game Tips: “These enemies become enraged and super aggressive when you’re frosted. Father should do his best to avoid their frost blast attack.”

“If these things manage to freeze us, we should stay on the defensive until it passes.”

HEL-REAVER GUARD

Faction	Hel-Walker
Class	Minor Grunt
Strengths	Strong to Frost
Weaknesses	Weak to Rage
Power Level Growth	Weaknesses improve Increased Aggression Increased Status Effect damage
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Take less damage

Hel-Reavers called Guards carry shields to boost their defenses and augment their attacks. A shielded Hel-Walker attacks faster and can break Kratos’ guard with a shield check at higher levels. These enemies share the same weaknesses as the Shield Draugr, but are more dangerous up close. If their Frost wave lands, they follow up with an attack that can daze Kratos momentarily. Taking out their legs from a distance or performing a Block Break up close are the best methods here.

In-Game Tips: “Hel-Walkers with shields can block just about anything. Father can use his Block Break skill to break their guard.”

“Father should throw his axe at their feet to get around their shields and trip them up.”

HEL-REAVER LORD

Faction	Hel-Walker
Class	Minor Grunt
Strengths	Some can reflect all axe / frost attacks Strong to Frost Small Resistance to Bare Attack Stun
Weaknesses	Weak to Rage
Power Level Growth	Weaknesses improve Increased Aggression Increased Status Effect damage
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Take less damage

Hel-Reaver Lords have the ability to encase themselves in ice armor that makes them invulnerable to Leviathan axe attacks. Stun these enemies with Atreus' arrows while pummeling them in close with barehanded attacks. Once Kratos acquires the blades, their heat cuts through the icy armor, so use them instead of his fists.

In-Game Tips: "These enemies will deflect Father's frost axe attacks. He'll have to use his fists instead to stun them."

"Hel-Walkers seem to draw their power from the frost, which makes Father's axe pretty weak against them. Good thing he's strong with his fists, too. I wish we had a fire weapon."

HEL-SHADOW ARCHER

Faction	Hel-Walker
Class	Minor Grunt
Strengths	Strong to Frost
Weaknesses	Weak to Rage
Power Level Growth	Weaknesses improve Increased Aggression Increased Status Effect damage
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Take less damage

This ranged Hel-Walker uses ice magic to conjure a sharp spear that it tosses with uncanny accuracy. The Hel-Shadow Archer shares the same basic weakness as Projectile Draugr, falling fast if you can get in close for melee hits.

Atreus can interrupt their attacks, or you can evade the projectiles with a quick sidestep. The Countering Blast skill works well against the Hel-Shadow Archer's spears. Parry just before the ice hits Kratos to send the spear back at the Archer or redirect it into another foe.

In-Game Tips: "Their projectiles are quick but don't stun us. If we rush them, we can take them out of the equation early."

"I should be able to help Father with these enemies. Just like their projectiles disrupt his movements, my bow can disrupt theirs."

HEL-SHADOW SCOUT

Faction	Hel-Walker
Class	Minor Grunt
Strengths	Strong to Frost
Weaknesses	Weak to Rage
Power Level Growth	Weaknesses improve Increased Aggression Increased Status Effect damage
Unique Elite Enhancement	Resistant to all reaction (+50 Resistance) Take less damage

Like his Archer cousin, the Scout uses ice magic to fling deadly cold projectiles, and can't take a punch (or an arrow) very well. To compensate for his weakness, the Scout puts up a sturdy ice barrier to block incoming attacks. Keep in mind that the barrier is also explosive! Deal with these guys from a safe distance.

In-Game Tips: "They can cast an ice wall as cover. Father can throw the axe when they pop up behind cover, or throw it past them and recall it to hit them from behind."

"His ice walls do more than just provide cover: if we get too close, he can detonate it! We should try to deal with them from range."

HEL-VIKEN

Faction	Hel-Walker
Class	Major Grunt
Strengths	Highly increased Resistance +100
Weaknesses	None
Power Level Growth	Weaknesses improve Increased Aggression Increased Status Effect damage
Unique Elite Enhancement	Increased resistance and defense. Attacks with longer combo chains.

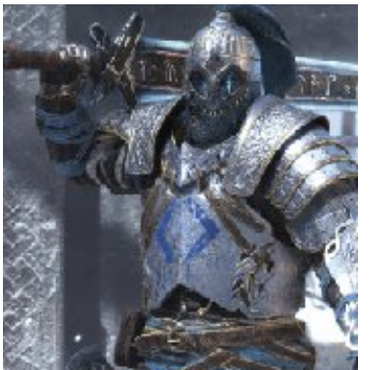
Less common than the Hel-Walker minor grunts, the Hel-Vikens are much more dangerous. They cannot be tripped or launched and can block ranged attacks, forcing Kratos to fight them up close and personal. They attack slightly faster than a Heavy Draugr and have two separate area-of-effect frost attacks, though they move slowly. Hel-Vikens also wind up slowly for their attacks, so take advantage of this by evading just outside their range, then counter fast after the attack whiffs.

Watch for the Hel-Viken to scrape the ground with his spiked mace before sending a frost wave your way. Evade to the side to avoid taking damage. His overhead slam hits with a small area of effect and also adds the frost effect.

Whereas Seiðr Vikens will pound the ground three successive times when powered up, Hel-Vikens alternate between unblockable ground slams and side swings that can be parried. Watch for the yellow flash and parry the attack to get the upperhand.

In-Game Tips: “Father can dodge his mace depending on the type of swing. Looks like it’s best to dodge horizontal swings backwards, and the vertical swings sideways.”

“If he misses his overhead attack, his mace gets stuck in the ground and he’s open for an attack.”



HEL-TRAVELER

Faction	Hel-Walker
Class	Major Grunt
Strengths	Highly resistant to staggering against special moves while armor is on
Weaknesses	None
Power Level Growth	All travelers are strong
Unique Elite Enhancement	Increased combo potential. Will endlessly chase you down.

More aggressive than the unfrozen variety of Traveler, the Hel-Traveler is relentless with his attacks and extremely tough to interrupt early on in the fight. Stay on the move and out of reach of his large sword while picking away at his health. As his armor is removed, your attacks become increasingly more effective.

Watch for him to lift his sword and thrust it into the ground, causing a frost area-of-effect attack that inflicts anyone nearby with the slowed status.

In-Game Tips: “The Undead Travelers are more aggressive than the regular ones. Ranged attacks are tricky, because he sprints right at us.”

“We can whittle down his armor if we stay close and dodge his strikes. But when he charges up his sword for an overhead strike, it’s time to move!”

HEL-BROOD

Faction	Hel-Walker
Class	Minor Grunt
Strengths	Attacks in large numbers
Weaknesses	Weak to Stun, Rage, and Flyback
Power Level Growth	Increased stun resist
Unique Elite Enhancement	Flyback reactions no longer instantly kill them

Just like their Brood cousins, Hel-Brood move fast and are capable of hopping onto Kratos, forcing you to shake them off. With very low health and low resistance to fire, Hel-Brood go down easily with the Blades of Chaos. Their strength shows within the large numbers that they assemble in an attempt to overwhelm. Keep a distance and fend them off one at a time whenever possible.

Hel-Brood come at Kratos with a vicious jump attack, which can be evaded by moving to the side. It can also be countered with a well-timed parry. This sends the enemy backward, and just like standard Brood, these guys explode when they die.

In-Game Tips: “Their air slam attacks can leave us slowed. If they’re up in the air, steer clear.”

“The Brood are extremely weak to Father’s Runic Attacks.”

HEL-REVENANT

Faction	Hel-Walker
Class	Major Grunt
Strengths	Strong to Frost
Weaknesses	Weak to Rage Weak to Burn
Power Level Growth	Weaknesses Improve Increased Damage Increased Status Effect Damage
Unique Elite Enhancement	Spawner Spawns More frequently Significant Damage Increase Increased Status Power

Hel-Revenants use attacks that can slow Kratos or even freeze him completely. If the enemy attempts to use the ice-breath attack, keep moving and evade out of her range, or Kratos will become frozen. Escape by quickly wiggling the left analog stick, or you risk being shattered and instantly killed.

The hag’s ground-rake maneuver sends shards of ice that track her target, hitting Kratos with the Slowed status effect if not avoided. Immediately evade to the side as she rakes the ground, and stay on the move until it dissipates.

As with all Revenants, use Atreus' arrows to remove her protective shroud, allowing Kratos to attack the witch.

In-Game Tips: "Her icy fissure attacks damage and freeze Father. We'll have to avoid them if we want to be able to take her down."

"We can either interrupt, outrun, or dodge her ice-breath attack—it can freeze Father and leave him idle and vulnerable to attacks."

ICE NIGHTMARE

Faction	Hel-Walker
Class	Fodder
Strengths	N/A
Weaknesses	Weak to Shock, Stun and Rage
Power Level Growth	Increased aggressiveness and status effects
Unique Elite Enhancement	Increased damage and gains a new kamikaze divebomb attack like the Exploding Nightmare

Ice Nightmares fire ice projectiles that inflict a slowed status if they manage to hit you. Watch for incoming attacks, and dodge-roll to avoid being hit. Use Atreus' arrows or an axe throw to knock the flier down, and finish it off before it takes flight again. Use the Blades of Chaos to grab the Nightmare, and then use the Nightmare as your own explosive projectile.

In-Game Tips: "They'll look straight up before firing their ice projectile, so we should either get out of the way or hit them with Father's axe (or my arrows)."

"When Father throws his axe at Nightmares, it knocks them closer to the ground. Then he can use melee attacks to finish them off."

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Fodder and Grunts
Nightmare

ICE AND GLOOM NIGHTMARES

Two other variants of Nightmares are covered elsewhere in this Bestiary. The Ice Nightmare is a Hel-Walker creature, so you'll find it listed in the Hel-Walker section. Likewise, the Gloom Nightmare is a Dark Elf creature, so look for it listed in our Dark Elves section.

NIGHTMARE

Faction	Seiðr
Class	Fodder
Strengths	N/A
Weaknesses	Weak to Shock, Stun and Rage
Power Level Growth	Increased aggressiveness and status effects
Unique Elite Enhancement	Increased damage and gains a new kamikaze divebomb attack like the Exploding Nightmare

A Nightmare typically flies out of reach of your melee attacks, while launching poisonous projectiles at its target. An axe throw or Atreus' arrows are usually enough to knock the little foes out of the air. This at least allows you to reach them more easily with melee attacks. Nightmares are extremely nimble flyers, so quickly throw Leviathan once you have it in your sights.

Kratos' Blades of Chaos are quite effective against all Nightmares, allowing you to weaponize the fliers. Aim at a Nightmare and press R1 to impale and pull it in. You have a moment to aim before Kratos tosses the Nightmare forward, which detonates upon impact.

In-Game Tips: "These Nightmares come after me and try to take me out of the fight, but Father can stop them. Hopefully he will…"

"We can either dodge their shots, or interrupt them with an arrow or axe throw. The stronger ones can shoot faster."

EXPLODING NIGHTMARE

Faction	Seiðr
Class	Fodder
Strengths	N/A
Weaknesses	Weak to Shock, Stun and Rage
Power Level Growth	Increased aggressiveness
Unique Elite Enhancement	Increased damage

These Nightmares like to swarm in close before exploding. Quickly take these nuisances out from range with a quick axe throw or Atreus' arrows. Otherwise, their explosion can cause serious harm.

In-Game Tips: "As soon as they start charging us, just one hit to their body will blow them up. The explosion hurts other enemies, too! Could be useful when fighting a big group."

"If they get too close to us, they'll explode. We need to hit them at range."

FIRE NIGHTMARE

Faction	Primordial
Class	Fodder
Strengths	N/A
Weaknesses	Weak to Shock, Stun and Rage
Power Level Growth	Increased aggressiveness and status effects
Unique Elite Enhancement	Increased damage and gains a new kamikaze divebomb attack like the Exploding Nightmare

Fire Nightmares are similar to other Nightmares, except they shoot fireballs. Hit them with a quick axe throw, or use the blades to grab and fling them like a bomb. Listen for Atreus' warnings, or watch of threat indicators that signify an incoming fire projectile.

In-Game Tips: "Using the R2 axe throw will freeze them and bring them down to earth."

"My arrows can stun them which will allow Father to finish them off. If he grabs them when stunned, he can throw them at other enemies and they'll explode!"

NIGHTMARE PARASITE

Faction	Seiðr
Class	Fodder
Strengths	N/A
Weaknesses	Weak to Shock, Stun and Rage
Power Level Growth	Increased aggressiveness
Unique Elite Enhancement	Increased damage

This variant of Nightmare dives into other enemy creatures and "possesses" them, imbuing the possessed with added strength. Once that enemy is killed or stunned, the Nightmare Parasite flies out of its host. Eliminate it before it's able to take over another foe.

In-Game Tips: "These Nightmares try their hardest to possess other enemies, making those enemies a lot stronger."

"If we stun or kill a possessed enemy, it will force the possessing Nightmare out of their body."

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Fodder and Grunts

Reaver

Faction	Seiðr
Class	Minor Grunt
Strengths	N/A
Weaknesses	Weak to Frost and Rage
Power Level Growth	Weaknesses improve Increased aggressiveness
Unique Elite Enhancement	Increased damage and defense. Increases sword combo swings from 3 to 5

Reavers have moderate health and resistance, carry a sword, and explode in a poisonous cloud when they die. They're not much of a match against Leviathan, so let them have it with an axe combo. When their health is low, they raise their arms to conjure up healing Seiðr magic that replenishes their health bar.

A tougher variant of the Reaver carries a shield, making them more challenging to deal with. Use the Block Break skill to knock them backward, providing an opportunity to attack. From range, a light axe throw aimed at their legs can knock these foes to the ground.

Once a Reaver is defeated, move away before he explodes in a cloud of poison. The Poison status effect is added when Kratos comes in contact with the gas, eventually causing damage over time.

In-Game Tips: "Seiðr Reavers are able to heal, so if we start attacking one, we should try to finish the job quickly."

"When they die, they detonate in a poison cloud. If we're too close, we should try to dodge away."

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Fodder and Grunts

Revenant

REVENANT

Faction	Seiðr
Class	Major Grunt
Strengths	Invincible to Kratos Attacks (With Shroud) Strong against Arrow stun (With Shroud)
Weaknesses	Weak to Atreus' Arrows and Rage
Power Level Growth	Weaknesses Improve Increased Damage Increased Status Effect Damage
Unique Elite Enhancement	Significant Damage Increase Increased Status Power

Revenants feature high mobility, moderate health, and moderate resistance. They cannot be hit by any form of attack from Kratos until the billowy shroud surrounding them is removed. Enter Atreus! This enemy can't be defeated without the boy's help. Landing a few arrows removes the Revenant's shroud, allowing Kratos to attack the shrew. The shroud reactivates after a short time, so take full advantage of this vulnerable state by stunning the enemy with a barehanded combo.

REVENANT (POISON)

Faction	Seiðr
Class	Major Grunt
Strengths	Invincible to Kratos Attacks (With Shroud) Strong against Arrow stun (With Shroud)
Weaknesses	Weak to Atreus' Arrows and Rage
Power Level Growth	Weaknesses Improve Increased Damage Increased Status Effect Damage
Unique Elite Enhancement	Significant Damage Increase Increased Status Power

This Revenant type leaves small pools on the ground that are poisonous if touched. She also attacks with a ground-rake ability that can track Kratos, making it difficult to dodge. Both attacks can be blocked, so keeping defense up is vital while Atreus focuses on lowering the shroud.

In-Game Tips: "Her pestilence powder leaves poison hazards in the environment. If Father steps in them, he'll be damaged and poisoned."

"Her fissure attack can move around obstacles to hit us. Father has a better chance of dodging if he waits until it's close."

REVENANT (SUMMONER)

Faction	Seiðr
Class	Major Grunt
Strengths	Invincible to Kratos Attacks (With Shroud) Strong against Arrow stun (With Shroud)
Weaknesses	Weak to Atreus' Arrows and Rage
Power Level Growth	Weaknesses Improve Increased Damage Increased Status Effect Damage
Unique Elite Enhancement	Significant Damage Increase Increased Status Power

These Revenants summon a variety of flying Nightmares to help in combat, and also spew clouds that can Blind. Up to four fliers can be active at a time and can easily overwhelm Kratos if you're not focused. After summoning the first four Nightmares, however, the Revenant doesn't conjure more until all four are killed; this can be used to Kratos' advantage. Keeping one flier alive while focusing on the Revenant Summoner makes these encounters much easier to manage.

In-Game Tips: "She tries to summon Nightmares often, so we need to make sure we interrupt her to avoid being overrun by them."

"Her powder smokescreen clouds can blind us, and they provide cover for her follow-up attacks. We should avoid them as much as we possibly can."

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Fodder and Grunts

Shadow

SHADOW

Faction	Seiðr
Class	Minor Grunt
Strengths	
Weaknesses	Weak to Rage
Power Level Growth	
Unique Elite Enhancement	Increased Damage

The Shadow conjures a Seiðr projectile into his right hand and, after a short pause, flings it at his target. During the pause, use a light axe throw or arrow to interrupt the attack. The magic bomb detonates when it makes contact with Kratos, dealing damage.

Much like other projectile enemies, Shadows are weak and easily taken down with melee or ranged attacks. With the Countering Blast skill, the bomb can be parried back at the Shadow.

In-Game Tips: “They only attack after they’ve conjured an explosive Seiðr magic spell. We should rush them down before they can throw it, or try and dodge.”

“If they do create their bomb, Father can disrupt them by throwing his axe before they have time to throw it.”

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Fodder and Grunts

Tatzelwurm

TATZELWURM

Faction	Seiðr
Class	Fodder
Strengths	Strong to Arrow Damage
Weaknesses	Easily Electrified Extended Shock Duration
Power Level Growth	Increased Aggression
Unique Elite Enhancement	Counters basic attacks with a poison burst

Part reptile, part feline. Tatzelwurms burrow underground in order to close in on their targets or evade incoming attacks. Quickly hit this foe with an arrow or melee strike to keep it vulnerable to your attacks. The little monsters are easily launched, so if possible, finish them off with one combo.

Remain on the move if you lose track of the slippery foes to make yourself a more difficult target. Use ground-slam attacks to pop nearby Tatzelwurms out of the ground; follow up with a juggle combo to keep them from re-entering their safe zone.

Back away as the Tatzelwurm burrows your way and once it emerges from the ground, parry its attack to stagger it. At that point, use a juggle combo to finish it off.

In-Game Tips: “When Father throws his axe at a Tatzelwurm as it burrows towards him, it’ll pop them out of the ground.”

“Launching and attacking Tatzelwurm as they dig into the ground will stop them from burrowing for a short time.”

CURSED TATZELWURM

Faction	Seiðr
Class	Fodder
Strengths	Strong to Arrow Damage
Weaknesses	Easily Electrified Extended Shock Duration
Power Level Growth	Increased Aggression
Unique Elite Enhancement	Attacks with triple spit.

A sac in the Cursed Tatzelwurm’s throat spits poison that’s deadly to the touch, so be careful not to step in it even if you dodge the initial spit. The poison spews out of its mouth before it spits, giving you time to ready your dodge.

In addition to avoiding the deadly poison, use the same tactics as with regular Tatzelwurms. Pop them out of the ground, or keep them from entering in the first place. If possible, juggle them with Leviathan to make quick work of them.

In-Game Tips: “Their spit is highly poisonous, even on the ground. Throwing the axe with R2 will freeze them and keep them from burrowing underground.”

“Attacks that slam the ground can pop nearby Tatzelwurm out of their underground burrows.

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Fodder and Grunts

Traveler

Travelers drop Traveler's Grisly Trophy and Traveler's Armor Shard when defeated. Deliver these resources to Brok or Sindri to craft a special armor set.

TRAVELER

Faction	Seiðr
Class	Major Grunt
Strengths	Resists all reactions with armor on Very strong against Axe Toss attacks with armor on
Weaknesses	None. The perfect warrior!
Power Level Growth	All travelers are strong
Unique Elite Enhancement	Increased Aggression

The standard Traveler is equipped with durable armor and an enormous sword, and is one of the toughest enemies in the game. They're relatively slow, and their attacks are telegraphed. It's wise to always keep the Traveler in view and be ready to evade his powerful attacks.

Atreus should continue to pelt the Traveler's tough exterior with arrows, while Kratos works in melee strikes between the enemy's attacks. When available, use Runic Attacks and Rage Mode to weaken the Traveler. Eventually he begins to lose his armor, which makes Kratos' hits more effective.

When a Traveler charges toward Kratos, dodge-roll out of range to avoid taking serious damage from his overhead slam or powerful sword swing. Remain alert for a possible follow-up strike. When he steps away from Kratos, keep an eye out for a flash of light at the adversary's hilt—signifying an incoming thrust attack.

Watch for him to lift a magical rune above his head. A light axe throw can interrupt the attack. If it's allowed to strike the ground, a shockwave emanates outward from the Traveler, causing serious damage as it hits Kratos.

Travelers have a devastating combo where they alternate between side strikes that can be parried and overhead slams that must be evaded. Evade back to avoid the former and to the side for the overhead strike. A well-timed parry can interrupt the combo, but be sure not to attempt this after the red flash.

In-Game Tips: "He is slow but very sturdy. We should doge his horizontal swings backwards and his vertical swings sideways and attack him in the time it takes to recover."

"The Traveler has a magical rune. If we see him lift it in his hand, Father should throw his axe at it!"

TRAVELER CHAMPION

Faction	Seiðr
Class	Major Grunt
Strengths	Immune to damage from his back
Weaknesses	
Power Level Growth	All travelers are strong
Unique Elite Enhancement	Increased Aggression

With a huge shield strapped to his back, the Traveler Champion backs into his target with his massive sword dragging the ground. Therefore, you must wait for him to expose his vulnerable front side before attacking. Once he gets within range, he may perform a powerful overhead strike. Step to the side to avoid the attack, though watch out for a possible follow-up strike.

The Champion has a thrust attack that can cause serious harm. From his defensive stance, he slides forward, spins around, and lunges straight ahead—thrusting his sword into Kratos' gut. This move has a long recovery, so dodge to the side and let him have it.

Just like the standard Traveler, the Champion carries a magical rune. If it's lifted above the enemy's head, fling Leviathan at it to interrupt the attack. Don't bother attacking him during this move, as he's invulnerable. If uninterrupted, he slams his fist into the ground, sending out a powerful shockwave that burns if not blocked.

If he rotates out of his backward stance, roll straight back if possible to avoid his 360-degree spin attack. Stay on the move, as he may perform a second spin or overhead smash. It is possible to get in hits with your axe when he backs up by throwing Leviathan in front of the foe, and then recall the weapon so that it flies through the Traveler.

In-Game Tips: "These Travelers must be a paranoid bunch, because they keep a huge shield on their back that will deflect any attempt to back stab him."

"We'll have to watch for him to turn and attack before striking him from the front."

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Fodder and Grunts

Viken

Faction	Seiðr
Class	Major Grunt
Strengths	Highly increased Resistance +100
Weaknesses	None
Power Level Growth	Weaknesses improve Increased Aggression Increased Status Effect damage
Unique Elite Enhancement	Triple ground slams no longer consume their weapon buff.

Vikens have high health and high resistance, making them the most dangerous variety of Seiðr warrior. Vikens cannot be tripped or launched and can block ranged attacks, forcing Kratos to fight them up close and personal. They attack slightly faster than a Heavy Draugr but still move slowly. Vikens wind up for their swinging attacks, so take advantage of their slow movement by evading just outside their range and countering after the attack whiffs.

Watch out for them to power up their mace. Their hits are more powerful and they perform three successive ground slams. Keep your distance until the move is finished and then move in for a combo.

In-Game Tips: “We should kill these guys quickly, they’re able to heal from most wounds.”

“We should watch out when they power up their weapon with Seiðr magic! They can do a powerful triple-slam attack.”

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Fodder and Grunts

Wolves

RABID WOLF

Faction	Beast
Class	Fodder
Strengths	N/A
Weaknesses	Weak to Rage
Power Level Growth	Increased aggressiveness
Unique Elite Enhancement	Increased damage, resistance and aggressiveness

Rabid Wolves are fought very early in the game, before you leave the Wildwoods. Their rabid state causes them to attack on sight. Their most dangerous attack, a lunging bite, is fairly easy to spot and can be evaded by stepping to the side. Follow up with an axe combo to make short work of them. The lunging bite can also be blocked, though Kratos is pushed back in the process.

Stay on the move and be ready to quickly evade their attacks with a dodge roll. If a Wolf gets ahold of Kratos, mash on the Circle button to toss the beast away.

In-Game Tips: “Wolves typically hunt in packs and will try to surround their prey. Father should try to keep them in front of him and let me help draw their attention.”

“When these Wolves howl, we should be ready for a strong attack.”

POISON WOLF

Faction	Beast
Class	Fodder
Strengths	N/A
Weaknesses	Weak to Rage
Power Level Growth	Increased aggressiveness
Unique Elite Enhancement	Increased damage, resistance and aggressiveness

The Poison Wolf, as its name suggests, regurgitates and spits globs of poison that form puddles noxious to the touch. Otherwise, they’re identical to the Rabid Wolves. Avoid making contact with the poison while taking them down.

In-Game Tips: “We’ll have to be extra careful not to step in the stuff they vomit up. It’s poisonous. Smells real bad, too.”

“The poison from these Wolves makes attacking up close risky. My bow and Father’s axe throw are safer ways to take them down.”

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Fodder and Grunts

Wulver

WULVER

Faction	Beast
Class	Major Grunt
Strengths	Increased Resitstance. Strong against Frost, Burn and Rage
Weaknesses	Extended Shock Duration
Power Level Growth	Increased damage
Unique Elite Enhancement	Increased damage, defense and aggressiveness

Wulvers possess a dangerous combination of strength and speed. Powerful melee attacks and excellent evasive skills make a lone Wulver a challenge, let alone a group of them. Use Leviathan's Frost effect to slow them down and Atreus' arrows to Weaken and Stun. Lure them into walls for increased Stun damage. It may be best to fight fire with fire. Use an aggressive, relentless approach and take them out before they have a chance to go all frenzy on Kratos.

Their melee swipes can be parried, providing a great opportunity to break their momentum. Otherwise, its relentless combo can be detrimental to Kratos' health.

Their shoulder charge and jump attack allow them to cover ground in a hurry. They may also combine their strikes into devastating combos, so always be ready with a dodge roll. It's possible to parry a Wulver's strike to stagger the beast, and then follow up with a counterattack.

When a Wulver lets out a howl, its speed increases, making it even more challenging. Keep these guys in view at all times, and stay on the move to lessen the chance of a surprise attack. Atreus' Shock Arrows can stagger the beast and interrupt its howl. If the Wulver manages to get ahold of Kratos, mash the circle button to escape.

In-Game Tips: "A Wulver's howl is a sign they are going into a frenzy, where they can attack with incredible speed."

"If Father finds himself caught in the Wulver's frenzy attack, I may be able to draw the Wulver's attention with a well-placed arrow."

FIERCE WULVER

Faction	Elves
Class	Fodder
Strengths	Increased Resitstance. Strong against Frost, Burn and Rage
Weaknesses	Extended Shock Duration
Power Level Growth	Increased damage
Unique Elite Enhancement	Increased damage, defense and aggressiveness

The Fierce Wulver is an even tougher breed of Wulver. If it lets out a howl, its strength increases significantly. Always keep these guys in front of Kratos, and use Leviathan to slow them down. Atreus should keep the arrows flying to Weaken and Stun.

Fierce Wulvers have a dash attack that allows them to close in on their target in a hurry. Watch for it to drop to all fours along with a red flash, and then evade to the side to avoid taking damage.

In-Game Tips: "When a Wulver crouches on all fours, they become very difficult to hit. We need to be on our guard and not leave ourselves open to counter attack."

"The other Wulver gets a lot faster after it starts howling. This one seems to get a lot stronger. We should be really, really careful after this one starts howling."

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Minibosses

Overview

Your Journey through the Norse realms features frightening encounters with an array of creatures more powerful than grunts but less sophisticated than the gods and godlike bosses of the highest tier. These mid-level “minibosses” are most notable for their great size and brute strength. The attack moves of Trolls, Ogres, and Ancients are not particularly hard to identify—most are slow and easy to see coming. But their sheer power makes them extremely difficult tocounter.

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Minibosses
Ancient

All Ancients, as well as the Soul Eaters, are impervious to nearly all attacks. An Ancient's chest opens up during combat, revealing its vulnerable core. With a successful hit, a volatile chunk pops out of the enemy, which can be used to damage and stagger it. Its move set consists of a combination of four basic attacks: an area-of-effect blast, mortars, missiles, and a beam. They don't always retain all four attacks, and the element attached to the attacks may be Light, Burn, or Frost.

Collect Ancient's Heart and Ancient's Rubble from defeated Ancients and deliver the resources to Brok or Sindri, who can use them to craft powerful Legendary gear.

FIRE ANCIENT

Faction	Primordial
Class	Miniboss
Strengths	Immune to Burn, Frost, Shock and Weaken
Weaknesses	Weak to Rage and being hit in the Core
Power Level Growth	Increased resistance to Stun
Unique Elite Enhancement	N/A

After the water drops a second time, paddle a boat to the southwest portion of Lake of Nine and dock at the southeastern beach of Iron Cove. The Fire Ancient lies in a heap of rocks next to a coffin. Get its attention by detonating one of the nearby explosive jars, or hit it directly. It possesses three attacks to look out for: fire mortars, a fire blast, and fire missiles. Refer to the **Lake of Nine Exploration** chapter for more information on the Ancient and the beach where it's found.

LAVA ANCIENT

Faction	Primordial
Class	Miniboss
Strengths	Immune to Burn, Frost, Shock and Weaken
Weaknesses	Weak to Rage and being hit in the Core
Power Level Growth	Increased resistance to Stun
Unique Elite Enhancement	N/A

Despite spending so much time underwater, the Lava Ancient has managed to keep its fire. After the water drops a second time, more land becomes accessible at Wolfsrgard Pass—introducing a pack of Draugr along with the hibernating Ancient. Eliminate all conscious enemies before going after the big guy. Use the boulders scattered around the area to block its incoming attacks, which include fire mortars, a blast attack, and missiles. Check out our **Lake of Nine Exploration** chapter for more information on the Ancient and how to access it.

FOREST ANCIENT

Faction	Primordial
Class	Miniboss
Strengths	Immune to Burn, Frost, Shock and Weaken
Weaknesses	Weak to Rage and being hit in the Core
Power Level Growth	Increased resistance to Stun
Unique Elite Enhancement	N/A

The Forest Ancient wanders the forest outside Fáfnir's Storeroom instead of hibernating like most Ancients. It appears as you exit the storeroom during the Favor "Fáfnir's Hoard."It attacks with a fire area-of-effect blast, missiles, and a variety of beams. Although fighting the Ancient is unnecessary to complete the Favor, it rewards valuable resources and XP when defeated. Turn to the **Favors** chapter to find out more about Sindri's first Favor and this unique Ancient.

STONE ANCIENT

Faction	Primordial
Class	Miniboss
Strengths	Immune to Burn, Frost, Shock and Weaken
Weaknesses	Weak to Rage and being hit in the Core
Power Level Growth	Increased resistance to Stun
Unique Elite Enhancement	N/A

The Stone Ancient is your Introduction to this interesting class of enemy. Navigate through the Aifheim trench in order to reactivate the Ringed Temple Bridge. At the final platform, after you defeat a Dark Elf ambush, a glowing "rock pile" comes to life. This is the Stone Ancient, the first Ancient you face during the Journey. Check out "The Light of Aifheim" chapter of **The Journey**for detailed strategy.

FROST ANCIENT

Faction	Primordial
Class	Miniboss
Strengths	Immune to Burn, Frost, Shock and Weaken
Weaknesses	Weak to Rage and being hit in the Core
Power Level Growth	Increased resistance to Stun
Unique Elite Enhancement	N/A

The Frost Ancient lies dormant inside the Mountain. Not long after riding the elevator up through the cave shaft on a return visit, Kratos and Atreus find the Frost Ancient; give it a nudge to get its attention. Unlike the Fire Ancients fought before, this one utilizes Frost area-of-effect and beam attacks that hit with the Slowed status effect. The "Return to the Summit" portion of **The Journey**covers the minibosss in detail.

If you did not eliminate the Ice Ancient at the frozen lake next to Thamur's Corpse, a Frost Ancient appears. Another Frost Ancient hibernates at near the Northern Dock after the area has been destroyed near Thamur's Corpse, and is extremely easy to miss.

ICE ANCIENT

Faction	Primordial
Class	Miniboss
Strengths	Immune to Burn, Frost, Shock and Weaken
Weaknesses	Weak to Rage and being hit in the Core
Power Level Growth	Increased resistance to Stun
Unique Elite Enhancement	N/A

The Hel-Walker can be left alone, but where's the fun in that? Wake it up near Thamur's Corpse at the Frozen Lake, next to the Shatter Crystal dispenser. It attacks with an area-of-effect blast, missiles, and beam that all hit with Frost and a Slowed status effect. This Ancient is extremely easy to miss. If you avoid the minibosss and exit the region with Thamur's Chisel, you cannot return. Later in the game, a Frost Ancient appears near the Northern Dock, but only if you missed the Ice Ancient.

SOUL EATER

Faction	Primordial
Class	Miniboss
Strengths	Immune to Burn, Frost, Shock and Weaken
Weaknesses	Weak to Rage and being hit in the Core
Power Level Growth	Increased resistance to Stun
Unique Elite Enhancement	N/A

The Soul Eater was accidentally created by Andvari while experimenting on Ancients in Völundr Mines. It continues to hang out inside and is fought as part of the "Second Hand Soul" Favor. It's similar to Fire Ancients, with its impenetrable exterior and attacks, a fire area-of-effect blast, and fire missiles. It doesn't hibernate like most Ancients, and attacks on sight when Kratos and Atreus get too close. A second Soul Eater can be fought if you return to River Pass later in the game.

SOUL DEVOURER

Faction	Primordial
Class	Miniboss
Strengths	Immune to Burn, Frost, Shock and Weaken
Weaknesses	Weak to Rage and being hit in the Core
Power Level Growth	Increased resistance to Stun
Unique Elite Enhancement	N/A

The Soul Devourer is similar to the Soul Eater, except it uses four attacks: an area-of-effect blast, mortars, a beam attack, and missiles. It's found at three locations: Ruins of the Ancient, Konúngaard Stronghold during the "Hail to the King" Favor, and Niffheim (it emerges from a Realm Tear with a pair of Wulvers). Find coverage of the enemy in the **Favors** chapter.

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Minibosses

Ogre

OGRE

Faction	Beast
Class	Miniboss
Strengths	Strong against Rage, Frost, Burn and Axe Toss
Weaknesses	N/A
Power Level Growth	Increased damage and resistances
Unique Elite Enhancement	Increased damage, defense, aggressiveness and resistances

During “Path to the Mountain,” Kratos and Atreus meet their first Ogre as it busts through the door between the Foothills and the base of the Mountain. The beast is big and strong, but its attacks are slow and telegraphed. His long arms give his melee attacks great range, which can make evading them tougher than with other enemies. Hit the Ogre in its head just before or after it attacks to break its momentum.

Ogres are typically joined by other enemies, which works well with Kratos’ stun grab. Avoid the Ogre’s powerful attacks and work in melee attacks when possible, while Atreus peppers the foe with arrows until it becomes stunned. At that point, perform a stun grab on the vulnerable foe to mount the creature. Use light and heavy attacks to beat on the defenseless Ogre, or simply steer it into other enemies to attack with its flailing arms.

There are numerous Ogres around the Norse realms, and they all have similar fighting styles. With their lumbering melee attacks, and ability to use a smaller enemy as a projectile, they can destroy Kratos in no time if left unchecked. Read up on our coverage of the first Ogre in the Foothills in the “Path to the Mountain” chapter of **The Journey**.

In-Game Tips: “This Ogre has a very quick tell before he attacks. Father can use that to get out of the way.”

“Father is strong enough to block one of his attacks, but it takes some time for him to recover. Smarter to avoid it altogether.”

FIERCE OGRE

Faction	Beast
Class	Miniboss
Strengths	Strong against Rage, Frost, Burn and Axe Toss
Weaknesses	N/A
Power Level Growth	Increased damage and resistances
Unique Elite Enhancement	Increased damage, defense, aggressiveness and resistances

The Fierce Ogre is similar to the standard Ogre, but capable of powerful, long-distance leaps that can propel it right into a sudden slam attack. It also possesses the ability to rip a big boulder out of the ground and fling it at you. Be sure to evade the projectile, or Kratos becomes dazed for a few seconds. When in close, watch for a red flash that indicates an attempt to grab Kratos. Dodge roll away from the beast to avoid taking huge damage.

Due to the beast’s ability to tear through Kratos’ health, avoid spending too much time directly in front of the creature. Instead, fight from distance, or work your way behind it. Use Runic Attacks and Rage Mode whenever available to deal with the powerful enemy, and keep Atreus’ arrows flying. Just like the standard Ogre, the Fierce Ogre can be mounted once stunned, and used against other foes.

In-Game Tips: “If Father can goad an Ogre into using their jump smash, it’ll take them a couple of moments to recover if they miss. I just hope they miss.”

“Getting behind any Ogre is a good opportunity to do some damage. But if they turn and see him, they’ll definitely attack.”

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Minibosses

Troll

Trolls are large enemies that carry a massive pillar. Their attacks are powerful, but slow. Take advantage of this by evading their strikes, and follow up with a combo. They are able to power up their limbs for Elemental attacks, but they are vulnerable to ranged attacks.

DAUÐI HAMARR—FIRE TROLL

Faction	Trolls
Class	Miniboss
Strengths	Highly resistant.
Weaknesses	Weak to son arrows.
Power Level Growth	N/A
Unique Elite Enhancement	N/A

The first miniboss fight takes place close to home in the Wildwoods against a Fire Troll named Dauði Kaupmaðr, which translates to Death Merchant. The fight acts as an introduction to the numerous behemoths you face throughout the Norse realms. Refer to "The Marked Trees" chapter of **The Journey** for more information.

BRENNA DAUÐI—LAVA TROLL

Faction	Trolls
Class	Miniboss
Strengths	Highly resistant. Resist Frost and Burn.
Weaknesses	None
Power Level Growth	N/A
Unique Elite Enhancement	N/A

While tracking a mysterious boar through River Pass, Kratos and Atreus run into a second Troll close to their home named Brenna Dauði. The primordial beast introduces fiery lava to the fight, which adds the Burning status effect. Find strategy for the Troll in the "Path to the Mountain" chapter of **The Journey**.

Faction	Trolls
Class	Miniboss
Strengths	Highly resistant. Resist Frost and Burn.
Weaknesses	None
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Dauði Hamarr is found imprisoned inside the Dwarf King's castle in Veithurgard. Defeating the Troll isn't necessary, but it earns valuable loot, plus access to a Legendary Chest. Another defeated Troll assists in the "Troll's Toll" Labor.

GRENDEL OF THE ASHES AND GRENDEL OF THE FROST—STONE TROLLS

Faction	Trolls
Class	Miniboss
Strengths	Ashes is immune to Blades. Frost is immune to Axe.
Weaknesses	Ashes is weak to Axe. Frost is weak to Blades
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Grendel of the Ashes and Grendel of the Frost stand guard inside Tyr's Vault as statues. Swipe the wrong item, and they come to life to defend the treasure. Grendel of the Ashes' resistance to fire is strong, and his attacks inflict Burning status. This makes him extremely vulnerable to Frost; counter with Leviathan.

The most feared member of the Stone Troll Tribe, Grendel of the Frost, is vulnerable to fire—making the Blades of Chaos the weapon of choice. His attacks add the Slowed status.

Both Grendels have the ability to use their totems to create rock formations that Blind nearby targets when detonated; use ranged strikes to eliminate the rocks. Refer to "The Black Runestone" chapter of **The Journey** for miniboss strategies.

DEATH EATER—STONE TROLL

Faction	Trolls
Class	Miniboss
Strengths	Highly resistant. Resist Frost and Burn.
Weaknesses	None
Power Level Growth	N/A
Unique Elite Enhancement	N/A

A statue stands guard on the beach next to Helheim Tower. Once you collect the Black Runestone and defeat the pair of Trolls inside Tyr's Vault, the Death Eater wakes and patrols the length of the beach. The Troll's massive size and pillar should be familiar after facing other Trolls. Similar to the Grendel brothers, when it smashes the pillar into the ground, small rock formations appear. These cause damage and Blindness when touched, so watch your movements carefully as you navigate the obstacles. Turn to the **Lake of Nine Exploration** chapter for more information.

DAUÐI KAUPMAÐR—FIRE TROLL

JÁRN FÓÞR—ICE TROLL

Faction	Trolls
Class	Minibosss
Strengths	Immune to Frost on Give Me God of War
Weaknesses	None
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Though once cast out by the giants that lived inside the Mountain, Járn Fóþr has returned to the Heart of the Mountain. Kratos and Atreus run into him as they search for a way to ascend the towering cave shaft. The large Ice Troll is a Hel-Walker who shares similar moves to the Trolls fought at Wildwoods and River Pass. He carries a massive pillar and applies the slowed status with his attacks. Prepare for the battle by turning to the "Inside the Mountain" chapter of **The Journey**.

STONEBEARD KING—ICE TROLL

Faction	Trolls
Class	Minibosss
Strengths	Immune to Frost on Give Me God of War
Weaknesses	None
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Stonebeard King was frozen into a wall of the Banquet Hall at Thamur's Corpse. Combine a Shatter Crystal and Shock Arrow to free the Hel-Walker. The Ice Troll has similar moves to Járn Fóþr, with a foot stomp that sends out a frost fissure along the ground and attacks that apply a slowed effect. For full coverage of the Troll, turn to "The Magic Chisel" chapter of our **The Journey**.

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Bosses

Overview

Each narrative link in the Journey is capped by titanic encounters with immensely powerful enemies. A handful of these are true “bosses” in the classic sense—crushing attacks, multiple tactical phases, and only the briefest moments of vulnerability. Others are categorized as “sub-bosses”—far more powerful and dangerous than the minibosses, but easier to solve tactically than the top bosses that have more complexbehaviors.

Note that all boss fights are covered in detail within our walkthroughs for the main Journey and side quests. Here in the Bestiary, we simply list all bosses and sub-bosses, and give you a few facts about each. For detailed combat tactics and strategies, check out the corresponding boss section in thewalkthrough.

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Bosses

Baldur—Son of Odin

Faction	Asgardian
Class	Boss
Strengths	Feels no pain
Weaknesses	None
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Baldur, son of Odin, has been cursed with the inability to feel anything, and because of that, he can take a beating. You learn this right away, when the “Stranger” visits your home in Wildwoods. Soon after, Kratos and Atreus learn his identity, when he’s spotted at the Summit of the Mountain. You cross the formidable foe’s path on a couple more occasions; refer to **The Journey**to find strategy for each encounter.

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Bosses

Gullveig—The Desecrated Maiden

Faction	Seiðr
Class	Sub-Boss (Revenant)
Strengths	Invincible to Kratos Attacks (With Shroud) Strong against Arrow stun (With Shroud)
Weaknesses	Weak to Atreus' Arrows and Rage
Power Level Growth	Weaknesses Improve Increased Damage Increased Status Effect Damage
Unique Elite Enhancement	Significant Damage Increase Increased Status Power

A Poison Revenant named Gullveig appears after you collect Gullveig's three bones as part of the "Anatomy of Hope" Favor and return them to the spirit. Immediately hit her with Atreus' arrows to clear her shroud, then pummel her with your axe.

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Bosses

Hrælzlyr—The Mountain Dragon

Faction	Beast
Class	Boss
Strengths	Immune to Shock, Frost, Burn, Weaken and Stun. Strong against Rage
Weaknesses	Weak to Shatter Crystal explosions
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Hrælzlyr shows up inside the Heart of the Mountain as Kratos and Atreus ascend toward the summit. After a couple encounters, he must be dealt with at Hrælzlyr's Arena.

Avoid his deadly claw swipes, and use the provided Shatter Crystals as he charges up his electrical attack to stun the beast. Refer to the "Inside the Mountain" chapter of the Journey for detailed strategy.

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Bosses

Magni and Modi—Sons of Thor

Faction	Asgardian
Class	Boss
Strengths	Highly resistant (Magni). Immune to Shock.
Weaknesses	None
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Magni and Modi have been instructed by Odin to stop Kratos by any means necessary, and they finally get the opportunity at Thamur's Corpse. Magni is the eldest and carries a large sword, while Modi is equipped with a shield and mace. Magni starts out against Kratos, while Modi goes after Atreus. They swap opponents throughout the battle, so stay alert. Both bosses are able to grab Kratos' son, so attack the kidnapper to get Atreus back into the action.

Get full coverage of the battle in "The Magic Chisel" chapter of **The Journey**.

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Bosses

Máttugr Helson—The Helheim Bridge Keeper

Faction	Trolls
Class	Boss
Strengths	Immune to Axe. Highly resistant
Weaknesses	Weak to Blades
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Born and raised in Hel, Máttugr Helson guards the Bridge of the Damned, ensuring only the dead pass through the gate. The son of Hel is a powerful Troll capable of creating magical orbs with his pillar. These orbs slowly track Kratos until detonating upon contact. He shares similar moves to lesser Trolls, but also possesses the ability to summon Hel-Brood to the fight and teleport around the arena. Find detailed strategy for the boss in “The Sickness” chapter of **The Journey**.

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Bosses

Svartáljǫfurr—Dark Elf King

Faction	Dark Elf
Class	Sub-Boss
Strengths	Immune to Frost, Burn, Weaken, Shock and Stun. Strong against Rage.
Weaknesses	N/A
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Svartáljǫfurr, the Dark Elf King, is seen on a couple of occasions directing his minions as you navigate the Alfheim trench and Ringed Temple. With the light gathered from the temple, Kratos and Atreus must travel back through the trench in order to reach their boat. It's at the far end of the trench where the Dark Elf leader decides to take matters into his own hands. Turn to "The Light of Alfheim" chapter of **TheJourney** walkthrough for detailed strategies on how to defeat the boss.

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Bosses

Valkyries

Faction	Valkyries
Class	Sub-Boss
Strengths	Highly Resistant. Resistant to Burn, Frost, Shock, Weaken, and Rage.
Weaknesses	Gondul is weak to Frost. Hildr is weak to Burn
Power Level Growth	N/A
Unique Elite Enhancement	N/A

Eight Valkyries, imprisoned throughout the Norse realms, are some of the most formidable foes in the game. Defeat each one in order to free them from their corrupted forms. Their fighting styles are varied, requiring you to change your tactics for each.

Six of the Valkyries are held inside Hidden Chambers of Odin that require the Chisel to unlock. The other two are found within Muspelheim and Niflheim, though both require much effort to reach. While Kara can be fought fairly early in the game by surviving the challenging Muspelheim Trials, Gunnr should be your first Valkyrie opponent—accessible soon after collecting the Chisel at Thamur's Corpse.

Once all eight Valkyries are freed, you must deliver their helmets to the Council of Valkyries on the north side of Lake of Nine. This summons the Valkyrie Queen, the most powerful Valkyrie of all.

Return the Valkyries' helmets and armor, as well as the Asgardian Steel and Perfect Asgardian Steel, to Brok or Sindri to craft and upgrade Epic Valkyrie gear.

THE VALKYRIES

VALKYRIE	LOCATION	FIGHTER TYPE
Gunnr	Thamur's Corpse (Hidden Chamber of Odin)	Slugger
Geirdriful	Foothills (Hidden Chamber of Odin)	Shooter
Eir	The Mountain (Hidden Chamber of Odin)	Defender
Kara	Witch's Basement (Hidden Chamber of Odin)	Summoner
Rota	Helheim (Hidden Chamber of Odin)	Grappler
Olrun	Alfheim: Light Elf Shore (Hidden Chamber of Odin)	Evader
Göndul	Muspelheim: Trial VI	Fire
Hildr	Niflheim	Ice
Sigrun	Council of Valkyries	Queen

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The Journey
Chapter 3: A Realm Beyond

Vanaheim Tower

With the Black Breath flowing from the Mountain's entrance, Kratos and Atreus cannot get above the base of the peak. But the Witch has offered to help them collect a pure light that can dispel the magic barrier.

JOURNEY OBJECTIVES

- Follow the Witch
- Realign the Bridge
- Follow the Witch Again
- Travel to Alfheim

NEW ENEMIES

- None

1. Start
2. Sky Mover
3. Lower tram platform
4. Door
5. Light bridge
6. Tower entry door
7. Staircase
8. Outer chamber entry door
9. Realm Travel Room entry
10. Travel table

OBJECTIVE: Follow the Witch

USE THE TRAM

From the start (**1**), follow the Witch down the stairs to Sindri's Sky Mover (**2**). There, watch her use magic to dispel the vines covering the tram. Step aboard and give the crank wheel a turn to activate the tram and ride down to the platform (**3**) by Sindri's Shop. During the ride, the Witch explains that the golden structure at the center of the Lake of Nine is called Tyr's Temple. From there you can travel to Alfheim. She also speaks of the great battle between the World Serpent and Thor.

RETURN TO THE BRIDGE

From the tram platform, follow the Witch to the tall doors (**4**) and open them for your party. Continue to the gap (**5**) and watch as the Witch shoots an arrow at a crystal on the opposite cliff. This activates a bridge of solid light, courtesy of Elven architecture.

Follow the Witch across the light bridge into the Vanaheim Tower as she leads you back to the tower's entry doors (**6**). Open them and follow her onto the bridge. As you cross to the Temple, the Witch fills in the backstory on Great Tyr and his temple, and the increasing presence of the "risen dead" in the realms.

When you reach the far side, the Witch veers off left to the edge of the bridge and directs you to descend the nearby stairs (**7**) and turn right. Do so, then watch as she uses her bow to activate another light bridge. Head across this bridge.

OBJECTIVE: Realign the Bridge

Proceed to the big gearwheel with the protruding axle bar. Press Circle to grab it, then repeatedly tap Circle to lift the axle back into place and realign it onto its track. Push the left controller stick forward until Kratos pushes the bridge into a new position that connects to the Alfheim Tower. While he pushes, listen as the Witch explains who the Hel-Walkers are.

OBJECTIVE: Follow the Witch Again

Head back upstairs to open the temple door (**8**), then follow the Witch across the entry chamber inside. At the far doorway, she fires her bow again at an Elven crystal to activate another light bridge (**9**). Watch as the Witch uses magic to prepare Atreus' bow so that once you claim the Light of Alfheim, you can use it to infuse the boy's bow. Then cross the light bridge and open the door that leads into the Realm Travel Room.

OBJECTIVE: Travel to Alfheim

Approach the roots of the World Tree; the Witch explains that they make travel between the realms possible. Walk across the roots, step to the center table (**10**) next to the Witch, and press Circle. The Witch hands Kratos a Bifröst, used to create travel between realms, and he places it in the table slot.

After the Witch describes how the realms are connected and nourished by Yggdrasil, the Tree of Life, use the left control stick to rotate the bridge (via the table) to Alfheim. Next, the Witch gives Kratos the Alfheim travel rune that unlocks the bridge to that realm. Press X to travel to Alfheim. (If you open the map in your menu, you see that it now depicts Alfheim.)

Follow the Witch across the World Tree roots and the light bridge to the realm door and open it. The Witch points out the fading light rising from the ringed temple in the distance. As the magic of the gods pulls her back into the temple, she gives you a final directive. To restore the Bifröst's magic, you must step into "The Light."

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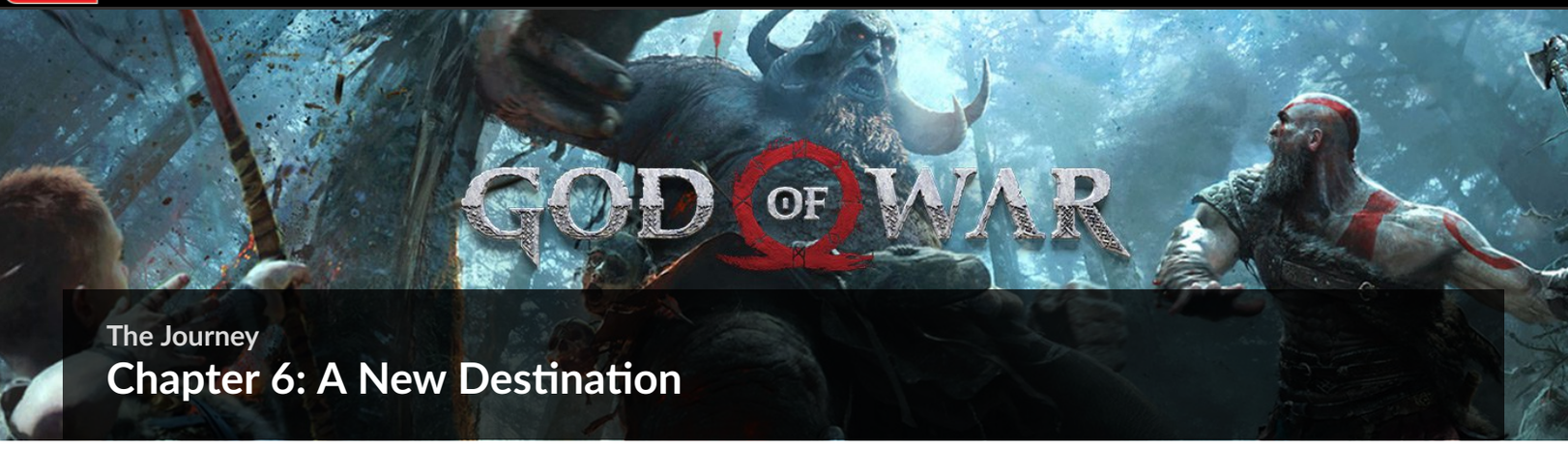


The Journey

Chapter 6: A New Destination

Mountain's Summit: Descent

1. Summit exit stairs

2. Overlook

3. Mystic Gateway

4. Týr's Temple

5. Boat dock

6. Waterway to Witch's Cave

Chest

Cipher Chest

Mystic Gateway

shop

JOURNEY OBJECTIVES

- Take Mimir's head to the Witch
- Return to the Witch's Cave
- Talk to the Witch in her house
- Return to the Boat
- Go to the Serpent's horn
- Speak to the World SerpentNew Enemies
- None

In a strange twist, Kratos sets off to revisit the Witch of the Woods with a severed head hanging on his belt. The mountainous descent is swift thanks to a new gateway, but the travelers carry the additional burden of knowing that Asgardian gods are now hunting them.

OBJECTIVE: Take Mimir's Head to the Witch

TAKE THE GATEWAY TO BROK

Descend the stairs **(1)** leading down from the Summit and open the Legendary Chest to find another Muspelheim Language Cipher piece. Descend farther through the tunnel to an overlook **(2)** where you can see your next destination far below.

Find a chest at the end of the short path behind you, and then continue along the main path to the pile of rocks glowing with blue light **(3)**. Simply approach the gateway and press Circle to activate it. When the map screen appears, move the cursor over the Mystic Gateway at Brok's Shop in Týr's Temple. Then press X to confirm your travel.

First, you transport to an ethereal path between the realms, a branch of the World Tree. As you wait for the next gate to appear, listen to Atreus and Kratos converse. Soon the bluish gate appears ahead. Use it to travel to the gateway in the temple on the lake.

UPGRADE EQUIPMENT AND SKILLS

Kratos automatically approaches Brok to trigger a scene: the churlish Dwarf is on break, but he agrees to buff up Leviathan just a bit more. Afterward, use Brok for equipment upgrades and take some time to spend your stockpile of XP on new and upgraded Skills. When finished, exit onto the bridge to get a new objective.

OBJECTIVE: Return to the Witch's Cave

Outside, veer rightward and descend the stairs to the dock **(2)**. Hop into the boat and follow Atreus' directions: row between the legs of the huge Thor statue to enter the waterway **(3)** that leads back to the Witch's Cave.

OBJECTIVE: Talk to the Witch in Her House

Paddle up the waterway to discover that when the World Serpent rose from the lake, the water level dropped so far that you arrive at a different dock! Debark and approach the sap-covered elevator. (There's also a Mystic Gateway here that you can use to travel back to Brok in Týr's Temple if you want.)

Fortunately, the sappy roots have a chunk of Shatter Crystal embedded in them. Target the crystal with one of Atreus' Shock Arrows to blast away the obstruction. Then step aboard and pull the switch to ride the lift to the top.

Unfortunately, you soon discover another change: the great tortoise has lifted the Witch's house. Its doorway is no longer level with the top of the wooden walkway, so you'll have to find another way in. But before you do, you can explore the cave a bit more now that the water level has changed.

Witch's Cave

7. Top of walkway

8. Red sap barrier

9. Old stone well (bottom)

10. Legendary Chest

11. Rock ledge

12. Crystal (activates bridge)

13. Push pallet to (14)

14. Push pallet here from (13)

15. Crystal (activates bridge)

16. Crystal / Shatter Crystal

17. Red sap barrier

18. Treasure Map

19. Hidden Chamber of (locked)

20. Grated iron gate

21. Boost Atreus up wall

22. Push pallet

23. Sand-bowl platform

24. Walkway's end

25. Climb Ledge

Artifact

Chest

CIPHER CHEST

Coffin

HIDDEN CHAMBER

Legendary Chest

Nornir Chest

Treasure Map

Optional: Explore the Witch's Cave

From the top of the walkway **(7)**, spot the Nornir Chest below on the cavern floor. You can reach it now. Along the way, you'll make a few other interesting discoveries as well. Here's how to unlock the chest.

FIND THE FIRST RUNIC SEAL STONE

First, head back down the walkway. Just to the left of the lift platform is a red sap barrier **(8)** with a Shatter Crystal in the middle. Fire a Shock Arrow at the crystal to destroy the barrier…and get ready for a tough fight against a pair of Reavers with shields, soon joined by a Poison Revenant tossing poison bombs and raking up lethal fissures that track you around obstacles.

After you terminate them all, enter the cave you've opened and approach the hole at the bottom of an old stone well **(9)** in the back. The runic seal stone sits on a ledge a few feet up. Sling your axe at it!

Before you leave this cave, head down the side corridor **(10)** to find a Cipher Chest in a nook with two strange green light sources above it. (You'll learn what these are later.) The chest contains another Muspelheim Language Cipher piece.

TRAVEL TO MUSPELHEIM ENABLED

If you're following this walkthrough, opening the Legendary Chest near the elevator in the Witch's Cave gives you the fourth and final Muspelheim Language Cipher piece. Acquiring this last piece also gives you the travel rune to Muspelheim!

For a complete guide to the optional exploration of that fiery realm, check out the Muspelheim section in the Favors chapter.

FIND THE SECOND RUNIC SEAL STONE

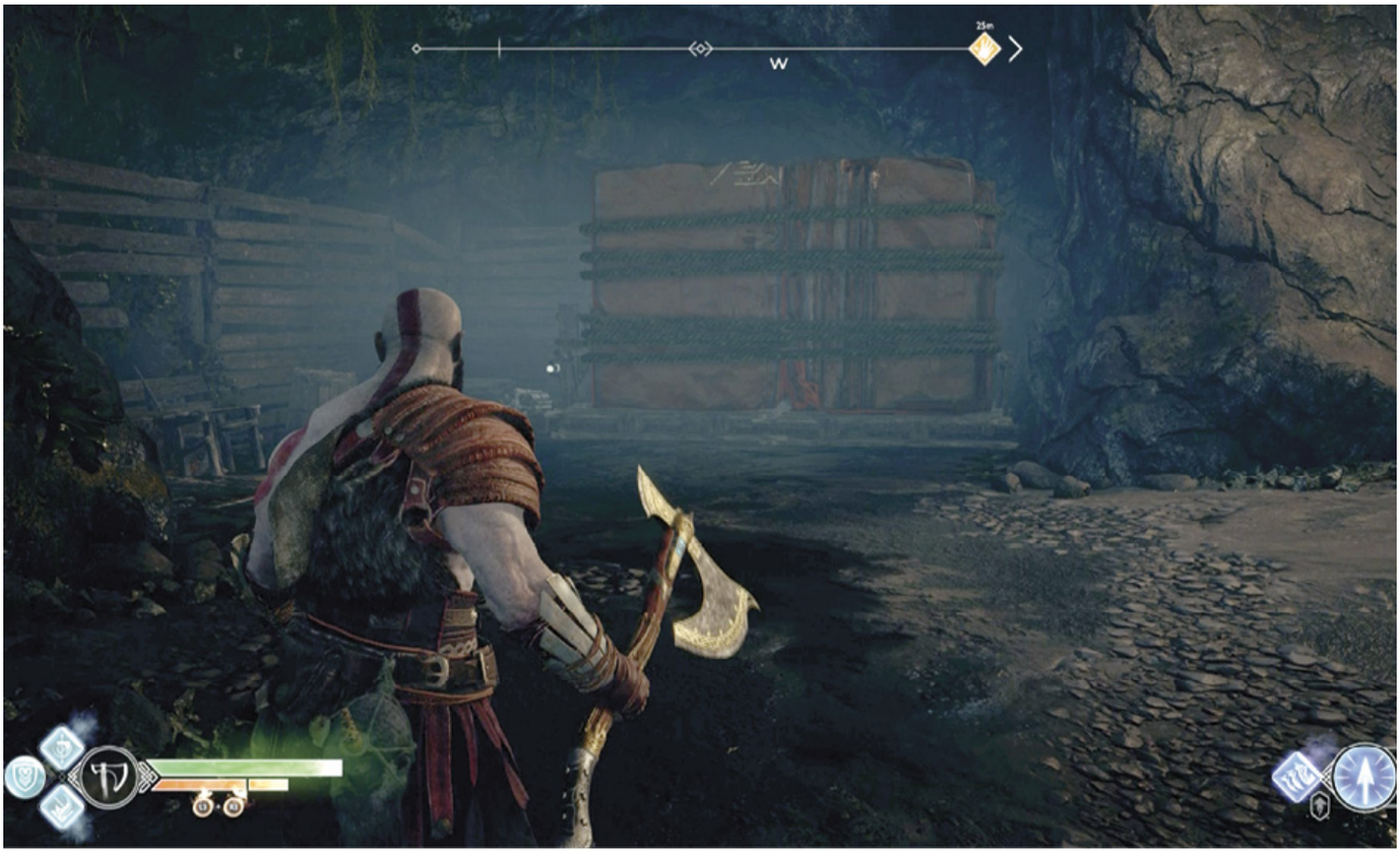
To find the next runic seal, exit the cave and go to the rock ledge **(11)** just to the right of the wooden walkway. Spot the crystal (circled) on the rock platform **(12)** across the gap and shoot it with a Light Arrow to generate a light bridge that extends to a platform below you.

Run around near the pallet to drop down. You see a small alcove sheltering a coffin dripping with red sap. You need to find some Shatter Crystal before you can clear the sap. For now, spot another runic seal to the right of the coffin. Nail it with your axe. Two seals broken, one to go.

PUSH THE PALLET TO FIND STUFF

Before you track down the third runic seal, do a bit of exploring. From the rock platform, head through the cut in the rocks to find a pallet **(13)** loaded with timber and stone. Go around its left side, grab the handle, and pull the big pallet sideways toward the gap until Kratos can't go any farther. Release the pallet and go back where it originally sat **(13)** to find a coffin stashed behind a wooden partition.

Then return to the pallet and push it all the way until it drops into the water **(14)**. Step onto the pallet and jump across the water to the platform underneath the rock arch to pick up an Artifact. Then jump back over to the pallet.



ARTIFACT: MASK

Find this Artifact sitting on the small platform under the rock arch on the lower level of the Witch's Cave. To reach it, you must push the loaded pallet into the water and then use it as a jump platform.

FIND THE THIRD RUNIC SEAL STONE

Shoot a Light Arrow at the crystal **(15)** on the edge of the next platform (where the Nornir Chest sits) to activate another light bridge. Cross that bridge and turn right to see one more crystal **(16)** across the gap. Zap that crystal with a Light Arrow too and cross the light bridge created. It leads to an Yggdrasil root full of Shatter Crystals behind a narrow waterfall.

Grab a chunk of the explosive red crystal, head back to the sap-covered coffin **(11)** and fling the Shatter Crystal at it. Toggle Atreus' quiver back to Shock Arrows and shoot one at the Shatter Crystal to detonate the sap. Now you can loot the coffin.

Return to the Yggdrasil root **(16)**, grab another Shatter Crystal, and proceed past the Nornir Chest all the way to the yellow-marked wall **(17)** with a red sap barrier at the top. Toss your Shatter Crystal at the sap and fire a Shock Arrow at it to blast apart the barrier. Climb the marked wall to find a nice collection of stuff: a coffin, a chest, and a hanging Hacksilver bucket. You also see another magically locked chisel door **(18)** and an object glowing on the floor **(19)**. Approach the object and press Square to have Atreus pick it up—it's a Treasure Map!

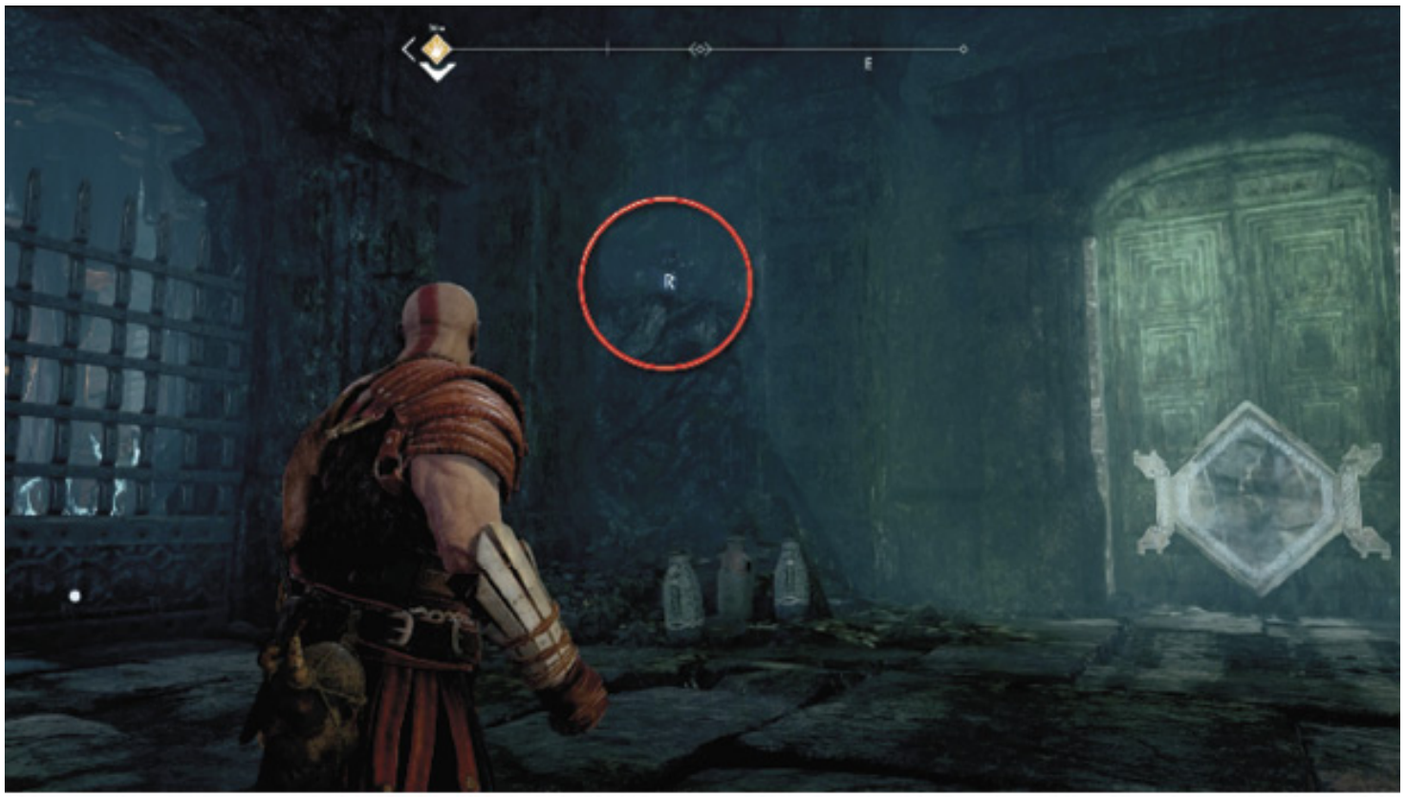
TREASURE MAP: THE TURTLE'S TRIBUTE

This map scroll sits on the floor in the Witch's Cave next to the chisel door. To reach it, blast open the red sap barrier atop the climbing wall on the far side of the cave, then haul yourself up.

TREASURE MAPS

Whenever you pick up a Treasure Map, be sure to open your Goals Menu, scroll to the Treasure Maps section, and check out the new map. In this case, the location of "The Turtle's Tribute" isn't far away, somewhere near the great tortoise that shelters the Witch's house.

Turn toward the opposite wall with the grated iron gate **(20)**. Up high, to the right of the gate, is the third runic seal. Smash it with an axe toss and return to the Nornir Chest for your reward: a Horn of Blood Mead.



SOLVE THE SAND-BOWL PUZZLE

Return to open the grated iron gate **(20)**; Atreus spots a sand bowl over on a raised platform. But as you proceed toward it, two chanting Poison Revenants pop up to attack. Team up with Atreus to defeat them, and then

find the tall marked wall section **(21)** with rotting wooden slats (circled) near the top. Toss Leviathan to smash the slats and boost Atreus up the wall. He moves to the platform's end and says, "That's way too far to jump."

Smash the boards stacked against the loaded pallet **(22)**, then grab the pallet's handle and drag it rightward toward the platform where Atreus waits. When you get there, the boy jumps atop the pallet. Now drag the pallet all the way left, back to where it started **(22)**. Release the pallet and toss Leviathan through the wood slats (circled in our shot) blocking Atreus' way onto the far platform.

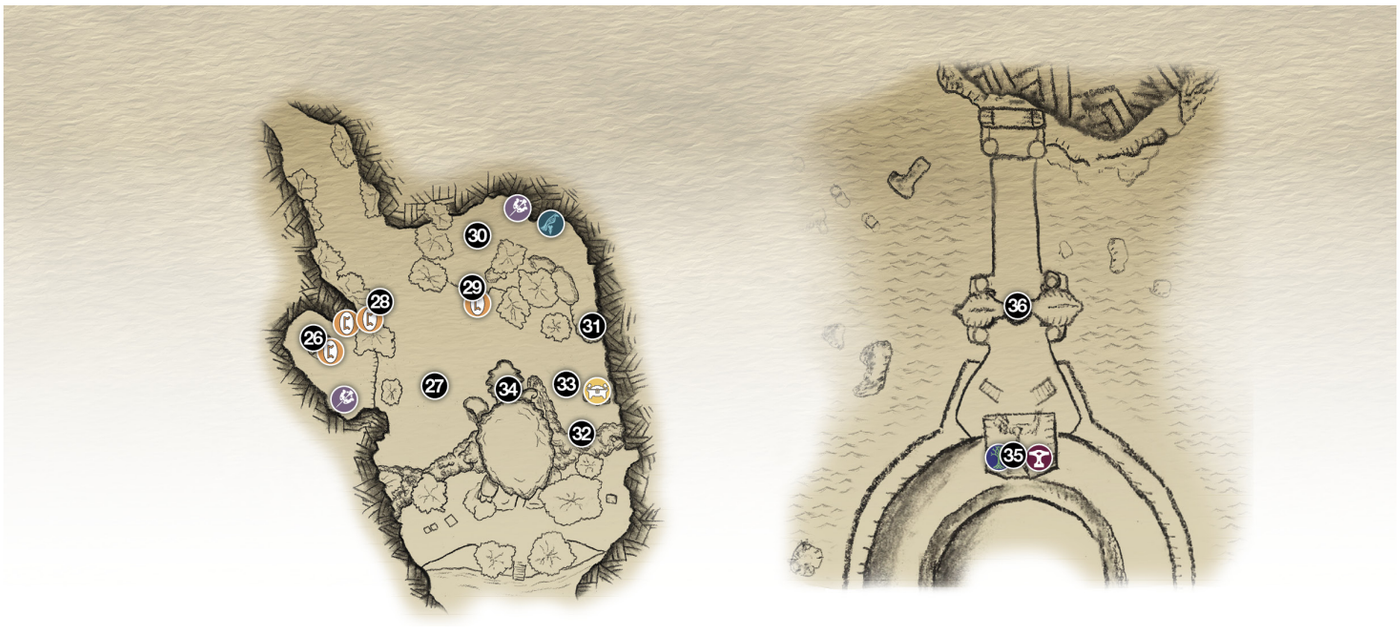
Atreus automatically runs over to the sand-bowl platform **(23)**. Proceed to the end of the walkway **(24)** facing Atreus and press Square when the on-screen prompt appears. Atreus reads the rune riddle and suggests that the answer must be nearby. Look up at the dilapidated boards on the cavern ceiling directly across from the sand bowl. Toss your axe at the top and bottom sections to shatter all of the boards and reveal a three-rune message.

Atreus enters that newly revealed message into the sand bowl. The bowl platform lowers, revealing a small niche with a

Legendary Chest inside! Now you can jump across to the lowered platform and loot the chest.

Backtrack across the cave, all the way to the bottom of the old stone well **(9)**. En route, note that you cannot climb up from the first light bridge you activated and dropped onto earlier; instead, veer left to a low ledge **(25)** that you can crawl up instead. When you finally reach the stone well, start climbing at the marked spot.

Witch's Sanctuary and Lake of Nine



26. Old stone well (Rune Read Inside)

27. Treasure pickup

28. Lore Read on wall

29. Climb chain (Lore Read)

30. Heavy Draugr!

31. View of five Runestones

32. Sand bowl

33. Runes on stones (seen from (31)

34. Witch's door

35. Arrival at Mystic Gateway

36. Serpent's Horn platform

37. Boat dock

Artifact

Legendary Chest

Lore

Mystic Gateway

Raven

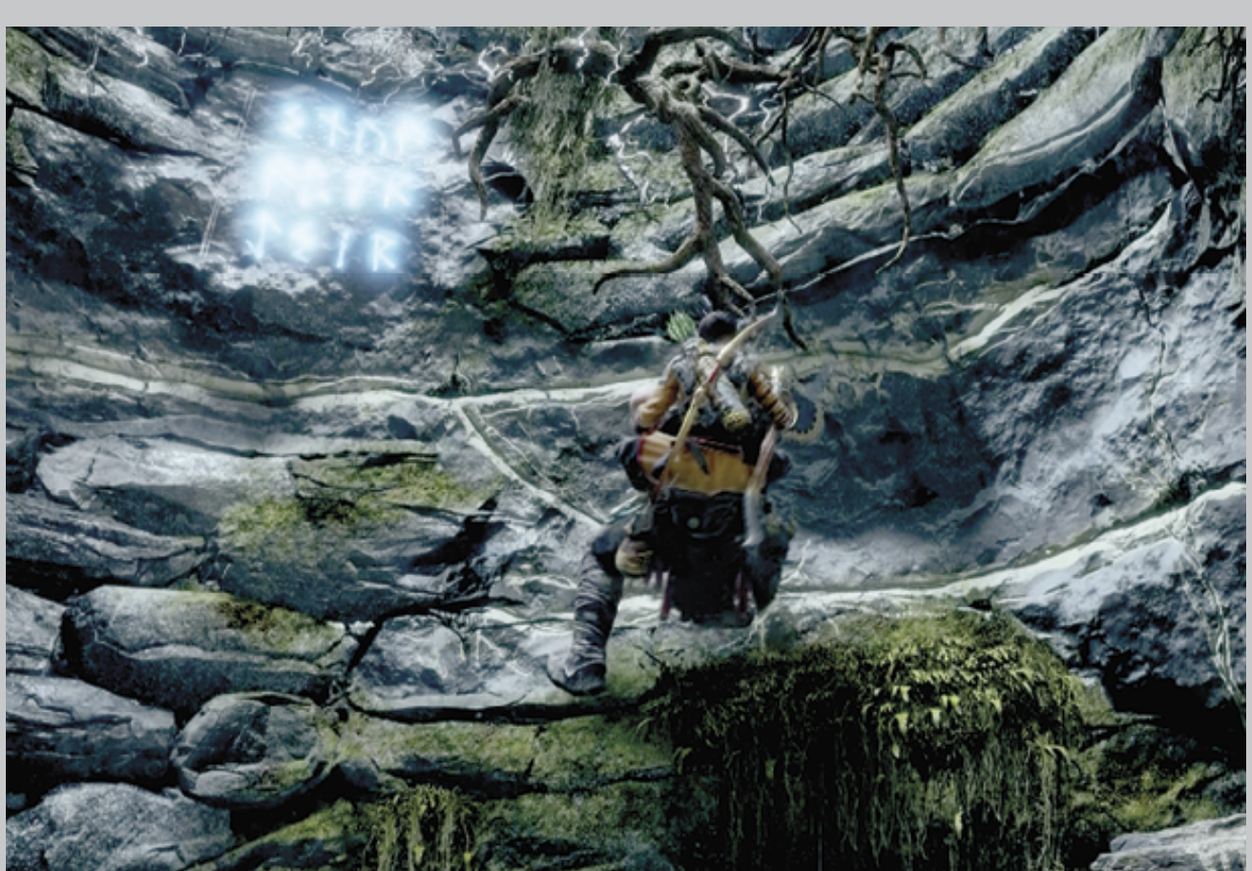
shop

GET ACCESS TO THE WITCH'S FRONT DOOR

About halfway up the well **(26)**, you must slide sideways to the left. There you find a Lore Read etched on the wall—a warning message that Atreus translates as "Turn back, Aesir." A warning to the Aesir gods! At the top, you can see the great turtle just ahead. The creature is indeed raised up, holding the Witch's house above ground level.

LORE: KEEP OUT

This Lore Read is found on the wall inside the old stone well you climb up from the Witch's Cave. You find it about halfway up your climb.



Look behind the stone top of the well to find a loose crystal. Install the crystal in the empty stand next to the nearby Lore Marker, toggle Atreus' quiver to Light Arrows, and shoot one into the crystal. Direct Atreus to translate the marker.

LORE: PRAYER TO FRIGG

A Lore Marker sits near the old stone well you climb up from the Witch's Cave. First, find the loose crystal behind the well. Then place it in the Lore Marker's empty crystal stand to activate the marker.

Head down the path to the meadow. Be sure to snag the Artifact on the ground just before the fallen trunk. Proceed into the meadow **(26)** around the turtle.

ARTIFACT: MASK

After you emerge from the old stone well, walk down the path to find this mask on the ground next to the fallen soldier.

Your arrival in the meadow triggers the emergence of a large squad of marauding Draugr. About half are standard Draugr soldiers, and the other half are agile Speed Draugr that zip around the field on glowing, enhanced legs. Although their numbers are large, they all lack durability and can be stunned easily with a few arrow strikes. After you clear the meadow, the great turtle lowers the Witch's house to ground level.

OPTIONAL: EXPLORE THE SANCTUARY

Before you go to the Witch's door, take some time to explore the area around the lush sanctuary for a number of items. First, find the treasure pickup indicated in "The Turtle's Tribute" map you found in the Witch's Cave. It sits just off the path **(27)** between two gray rocks next to the turtle's left front foot (see our shot for the exact location). Grab it to score a Legendary accessory plus a nice haul of Hacksilver and valuable resources.

Next, find the runes written on the low cliff **(28)** on the left side of the meadow's central pathway. It speaks of a Seiðr curse "upon all who trespass."

LORE: A SEIÐR CURSE

This Rune Read is etched on a rock wall not far from the entrance to the Witch's house. As you move up the path from the house, look for the marker off the left side of the sanctuary's central path.

Head back toward the house, then veer left to find the chain **(29)** hanging next to another wall etched with a rune message. Atreus translates it as “Death to the Raven God.”

LORE: DOWN WITH ODIN

This Lore Read is etched on a rock wall next to the chain directly across from the entrance to the Witch’s house.

Climb the chain to an upper terrace of the sanctuary, where a pair of tough two-handed Draugr arise **(30),** swinging their heavy axes. Take them out and note the Nornir Chest nearby in a shady nook. Continue along the path to find an Artifact.

ARTIFACT: MASK

After you climb up the chain directly across from the turtle's head, defeat a Draugr pair and proceed along the path. A mask sits next to a fallen warrior on the left side of the path.

FORGET THOSE GREEN LIGHTS FOR NOW

When you climb the chain to the sanctuary's upper terrace, you find a Nornir Chest in the trees to the left with a strange green-lit, ball-shaped device above it. You also find similar devices around the area. Until you acquire the gear you need to manipulate these devices (which happens later), you cannot unlock this Nornir Chest.

SOLVE THE SAND-BOWL PUZZLE

Keep following the path around the curve to an overlook at the end of the plateau **(31)**. Note that large runes are painted on five boulders around the area **(32)**. Atreus says the runes form the word for "wind."

Retrace your way back to the chain and climb down. When you approach the sand bowl **(33)**, Atreus automatically traces the runes. This triggers a magical rearrangement of the nearby rock pile, revealing a gleaming Legendary Chest with a Runic Summons inside.

VISIT THE WITCH

Head to the Witch's front door **(34)** and enter to trigger a long cinematic sequence revealing that she is indeed much more than a "Witch."

OBJECTIVE: Go to the Serpent's Horn

After the scene with Freya, you end up in what is now called "Freya's Cave." Mimir says he'll get you to Jötunheim as promised; the first stop is at Týr's Temple on the Lake of Nine.

Head down the walkway from the house to the elevator and ride it down to the cave's lower level. You can use the boat or the Mystic Gateway next to the dock to travel back to Týr's Temple, arriving at the gateway **(35)** across from Brok's shop. (Remember, you must make a brief stop between realms until the bluish portal appears, then use that to travel to the temple.)

As you travel, listen to the conversation with Mimir to learn more about Baldur's blessing of invulnerability to all threats, physical or magical. Once you arrive at the temple, exit the building and follow the bridge to the switch on the circular lift **(36)** at the middle point of the bridge. Turn the switch to ride the lift up to the horn platform.

OBJECTIVE: Speak to the World Serpent

Approach the end of the horn and press Circle to hold Mimir's lips to it. This triggers a long and amazing cinematic sequence.

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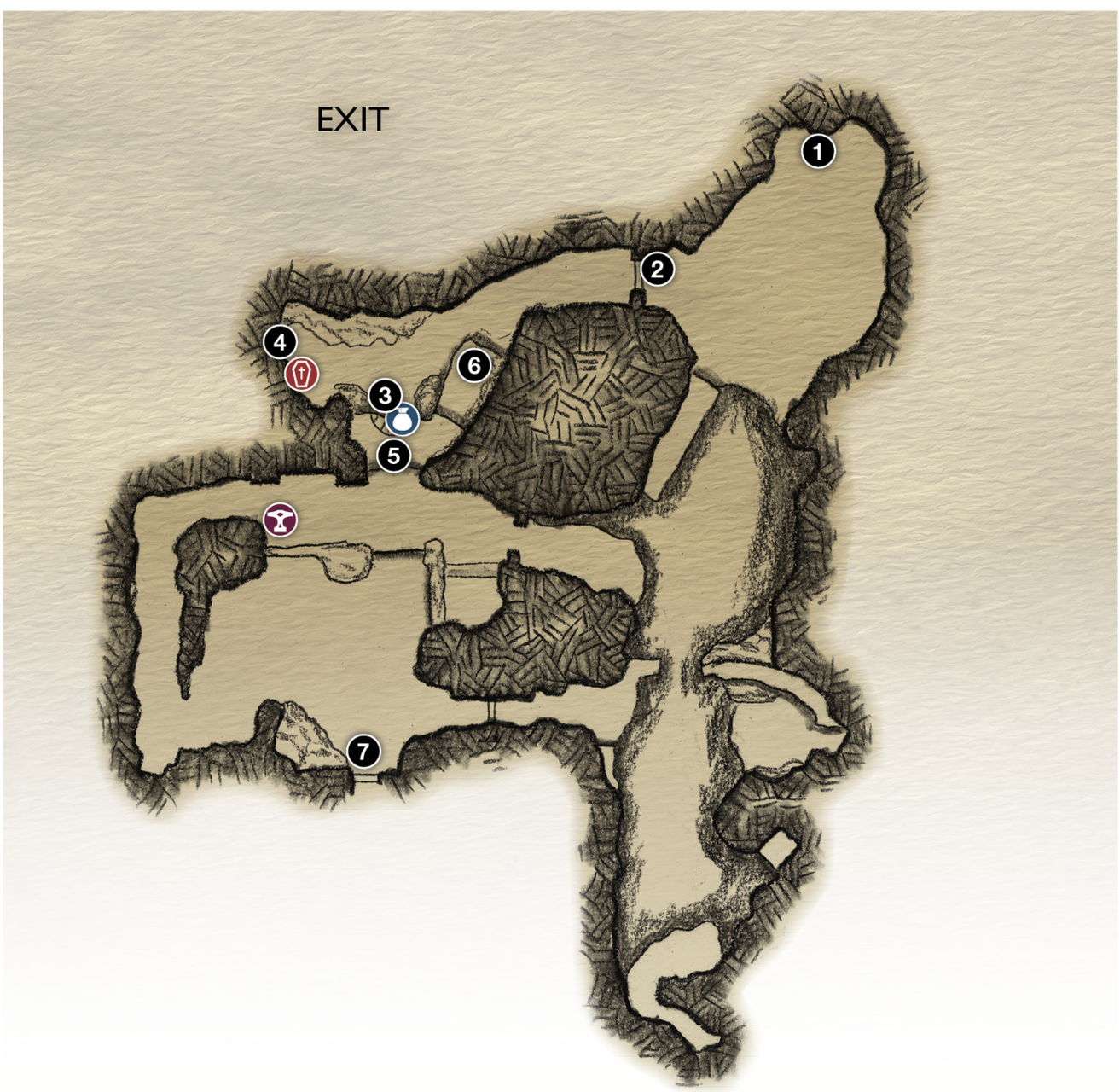
The Journey

Chapter 8: Behind the Lock

Kratos grows concerned as Atreus shows more signs of the strange illness, triggered by rage, that has afflicted his childhood. But the boy insists that he's fine, and pushes to continue the Journey. As Mimir explains, the Chisel lets you open all of those magically sealed doors you've encountered across the realms. One such door is near the Chisel, and it provides an exit from the arena.

Jarl's Stronghold



JOURNEY OBJECTIVES

- Return to the boat
- Return to the Lake of Nine
- Go to Týr's Vault
- Explore the vault

NEW ENEMIES

- None

1. Magic Chisel

2. Locked door (use Chisel)

3. Runic Gate

4. Climb tower

5. Main balcony / Climbing chain

6. Lower balcony

7. Locked door (use Chisel)

- Chest
- Coffin
- Shop

OBJECTIVE: Return to the Boat

BREAK THE EXIT DOOR'S MAGIC SEAL

From the Giant's chisel **(1)**, approach the magically sealed door **(2)** and press Circle to start a chiseling sequence. Use your left stick to move your Chisel piece around the lock plate. When the Chisel glows, press R2 to strike the plate.

If you hit the right "binding points," the seal is broken and the lock plate shatters. Now Kratos can pull open the door.

GET THROUGH THE RUNIC GATE

Proceed down the rocky tunnel. It leads through an archway into a short, steep canyon with a heavy iron gate **(3)** locked by runic seals. You must find and break the three runic seal stones around the area to unlock it. Here's how to find them:

One runic seal stone sits on a high balcony overlooking the canyon. Facing the heavy gate, back up a few steps, turn left, and look up to find it three levels above the archway from which you emerged. It looks pretty far, but you can reach it from here with an axe toss. One down, two to go.

To the right of the gate, look up to spot a Shatter Crystal (circled) glowing in a metal basin on a ledge. Detonate it with a Shock Arrow to shatter the ledge and drop the basin; it falls conveniently behind a coffin covered in red sap. Shoot the crystal again to blast away the sap, and then loot the coffin.

Next to the coffin is a tower **(4)** with a series of odd decorative rocks running up it. Grab the lowest one and hop upward from rock to rock until you can jump down onto the balcony **(5)** to your left.

From here, look at the canyon's far wall and spot the decorative wall section with a hole in it. (This one is tricky; see our screenshot.) If you look closely, you see the blue sparkle of the runic seal stone inside the hole. Nail it with an axe toss. Two down, one to go.

This balcony also contains a chain anchor; kick down its chain for access to Sindri's shop below, in the area you passed earlier. But before you climb down, cross the balcony and hop down to a lower balcony **(6)** outside. Step to where the railing opens up and scan up the opposite canyon wall to spot another runic seal near the top of an icefall. Nail it with Leviathan.

Done! Now you can hop down and go through the now-open Runic Gate **(3)** to find a dead Troll, an XP pickup, and a large stash of Hacksilver in a chest.

VISIT SINDRI

Climb back up the tower wall **(4)** to the balcony **(5)** and drop down to visit Sindri's Shop. Upgrade Leviathan to the next level and check out the newly available Skills. Upgrade your equipment, too! When finished, cross the Banquet Hall to the magically sealed door **(7)**. Play the Chisel minigame to smash the lock. Then open the door and proceed.

LEVIATHAN UPGRADE!

Remember, you picked up a Frozen Flame after you defeated Magni and Modi. Use it at Sindri's Shop to upgrade Leviathan to Tier V!

Jarl's Port

7. Exit door (use Chisel)

8. Sap-covered coffin

9. Crystal stand (Realm Tear)

10. Crystal (ceiling)

11. Yggdrasil root

12. Port entry

13. Lower tram platform

14. Upper tram platform

15. Tram crank-wheel

16. Gap jump

17. Exit door (use Chisel)

Chest

Coffin

realm tear

EXPLORE THE CORRIDOR

From the magic door **(7)**, follow the corridor. A coffin covered in red sap sits behind some debris in one side alcove **(8)**, and an empty crystal stand sits in another alcove **(9)**. Continue around the corner and look up to see a huge decorative plate (the one you kicked out of the hammer handle) **(10)** held up by dripping red sap on collapsing ceiling beams. It has a blue crystal in the center.

A little farther down the hall, you find an Yggdrasil root **(11)** full of Shatter Crystal sitting behind some wooden debris in yet another alcove. Smash through to reach the root, grab a chunk of crystal, and then go back to the plate **(10)** in the rafters. Toss your Shatter Crystal at the red sap and shoot it with a Shock Arrow to blast the blue crystal out of the plate. Grab it and go install it in the empty crystal stand **(9)**. Toggle Atreus' quiver to Light Arrows and shoot one into the crystal. A Realm Tear appears. Close it!

Go back to the Yggdrasil root **(11)** and grab another chunk of Shatter Crystal. Return to the sap-covered coffin, toss the crystal, toggle Atreus' quiver back to Shock Arrows, and shoot one into the crystal to blast away the sap. Loot the coffin to find some nice rewards.

Continue to the corridor's end and open the doors to discover a shipping port **(12)** facility. Kratos spots an exit on the far side—another magically sealed door, this one directly beneath Thamur's massive thumb.

FIND A WAY ACROSS THE PORT

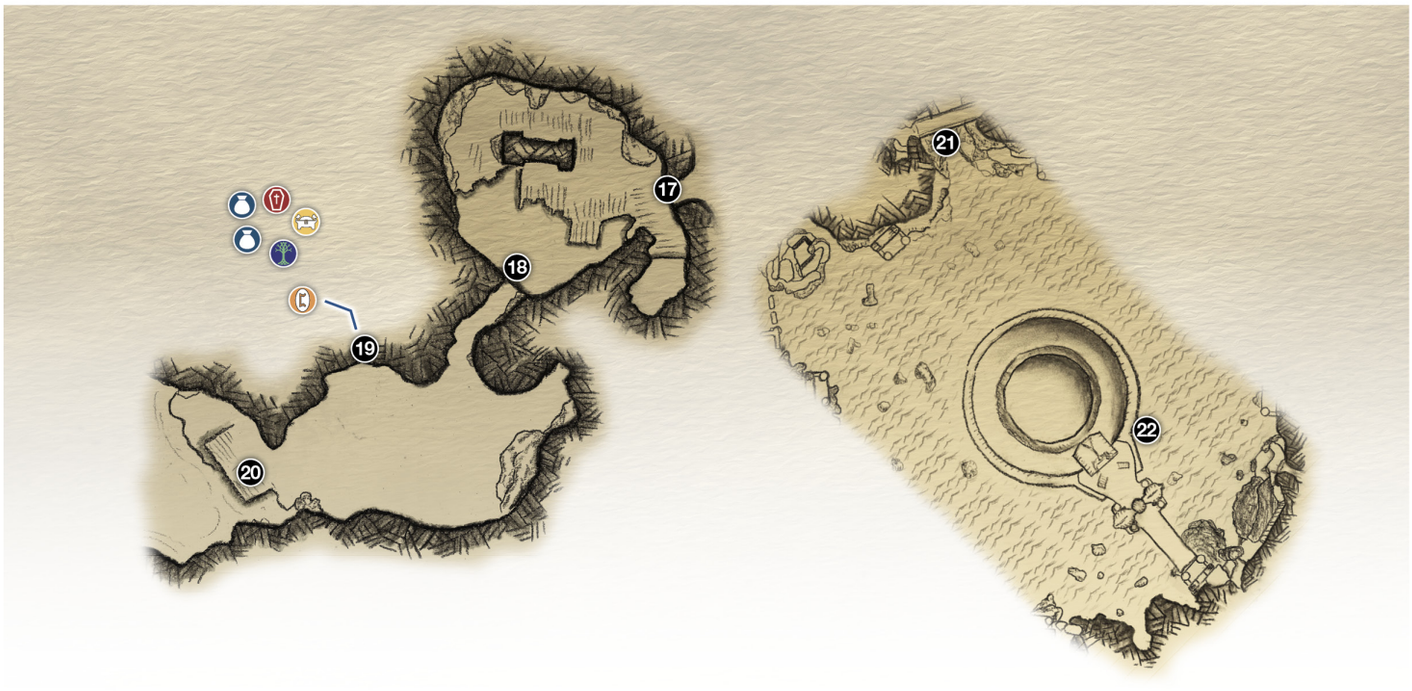
From the entrance, head to the right, go around the corner, and boost Atreus up the yellow-marked wood planks onto the lower tram platform **(13)**. Then head to the far side of the port and look up at the tramcar **(14)**. Toss Leviathan at the discs on the cable connecting the car to the upper tram platform. This sends the car sliding down the tramline to the lower platform.

Atreus automatically hops onto the tram. When he's aboard, turn the crank-wheel **(15)** to pull the tram back up the tramline to the upper platform. Before you let go of the wheel, throw Leviathan at the gearwheel on top of the tram to freeze it in place. (If you don't, the tram slides back down to the lower platform when you let go of the crank-wheel.)

Don’t recall Leviathan just yet; you need the tram to stay frozen in place for a minute. Approach the upper platform and press Square to have Atreus toss down a climbing chain. Climb up and step onto the tramcar. Then recall your axe to release the gearwheel and send the car careening down to the lower tram platform.

When you arrive, punch open the chest to the right, and then go leap across the gap **(16)** in the walkway. Follow the walkway down to the exit door **(17)** and use the Chisel to open it. Then step into the same collapsed armory you passed through earlier.

northern dock and lake of Nine



17. Door from port

18. Climb chain

19. Hidden Chamber of Odin (to Jötnar Shrine)

20. Northern dock (boat)

21. Oarsmen statues

22. Temple dock / Týr’s Vault entry

Chest

Coffin

Legendary Chest

Lore

Mystic Gateway

Optional

: EXPLORE THE HIDDEN CHAMBER OF ODIN

After you open the door from the port **(17),** cross the armory to the chain **(18)** and climb out of the room. Follow the passage to emerge onto the Northern Dock area where you first arrived. Here you can veer rightward to another magically sealed door **(19)** and chisel it open. This door leads into one of the seven Hidden Chambers of Odin scattered throughout the realms.

The chamber ultimately leads to a powerful Valkyrie named Gunnr, and approaching her begins the first Valkyries challenge, “Prove Your Valor.” We cover this optional encounter (and all Valkyrie encounters) in the “Valkyries” section of our **Favors** chapter.

But for the purposes of this main story walkthrough, we enter the chamber for two reasons: one, to introduce the concept of the Hidden Chambers; and two, to find an interesting piece of Lore. Just inside the door you find a Jötnar Shrine telling the story of Thamur, the Giant stonemason.

LORE: THAMUR

Find this Jötnar Shrine in the Hidden Chamber of Odin off the Northern Dock area at the end of Mason’s Channel. (You can’t open the chamber until you acquire the Chisel piece from Thamur’s magic Chisel.)

If you ride the chamber's elevator down, you can also find a Mystic Gateway, a coffin, and two regular chests, all of which you can loot without facing the Valkyrie if you want. But if you feel up to the challenge…

RETURN TO THE BOAT

Exit the Hidden Chamber of Odin, turn right, and head down the slope to the Northern Dock **(20)** where your boat is moored.

OBJECTIVE: Return to the Lake of Nine

Hop in the boat and retrace your route down Mason's Channel, then out through the oarsmen statues **(21)** into the Lake of Nine. As you paddle, listen to Mimir describe your next destination. This vault is where you'll find the Black Runestone, the one that allows realm travel to Jötunheim.

OBJECTIVE: Go to Týr's Vault

Row across the lake and veer around the left side of the temple to the flag-marked boat dock **(22)** to debark. The magically locked door to Týr's Vault is just a few steps down the walkway from the dock. Use the Chisel method to break the lock plate, then open the doors.

EXPLORE THE VAULT

Proceed upstairs into the big round hall—the game calls it "Týr's Bridge Interior," so you're not in the actual vault yet. Approach the already opened Jötnar Shrine cabinet on the left to discover that the entire center panel has been torn off! (Note that the Jötnar Shrine doesn't get logged in your journal.) Then go check out the nearby sand bowl.

Atreus' attempt to give his father a rune-reading lesson is interrupted by Modi, who gets the drop on Kratos and induces a rage overload in Atreus. Watch the dramatic scene unfold until the Spartan Rage prompt (R3 + L3) appears on-screen, and hit that button combination. Watch as Kratos first un-maces Thor's sniveling son, and then ends up holding his own stricken son.

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The Journey

Chapter 10: Freya's Cave and Sanctuary, and Helheim

Before you return to Týr's Vault to seek the Black Rune, your new Chisel and the newly acquired Winds of Hel transfer Skill give you the ability to pick up more treasure around Freya's house. And now that Atreus and his Shock Arrows are reunited with Kratos, you can also score some goodies back on the approach to Helheim. This is an optional area for exploration.

Freya's Cave

1. Exit from Freya's house

2. Wind trap on chamber door

3. Wind trap on stand

4. capture winds from 3

5. Wind Trap

6. Light Bridge

7. climb Wall

8. Hidden Chamber of Odin

9. Capture Winds from 5

10. Wind trap on platform

11. Move pallet to midpoint

12. Capture Winds from 10, Jump to Pallet

13. Wind trap on chamber door

14. Old Stone Well (bottom)

cipher chest

Chest

Coffin

Legendary Chest

Mystic Gateway

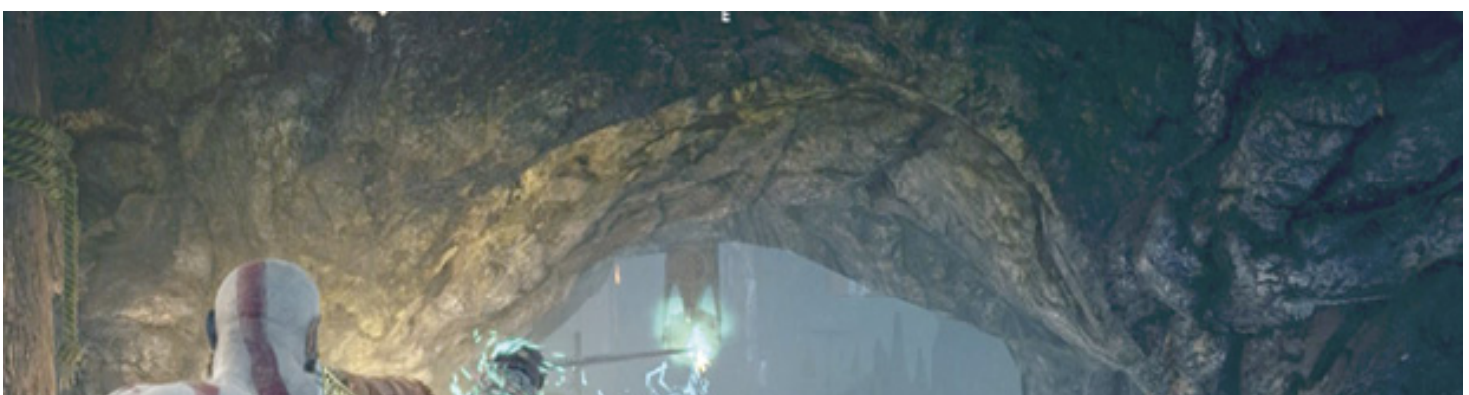
OBJECTIVE: Explore Freya's Cave Again

OPTIONAL: USE YOUR NEW TOOLS TO EXPLORE THE CAVE AGAIN

Exit the house **(1)** into the cave and descend the wooden walkway. (This triggers the beginning of the next chapter, "The Black Rune," but here you can break away from the main story for a bit, and explore Midgard.) Note the empty wind trap **(3)** on a stand at the bottom of the walkway.

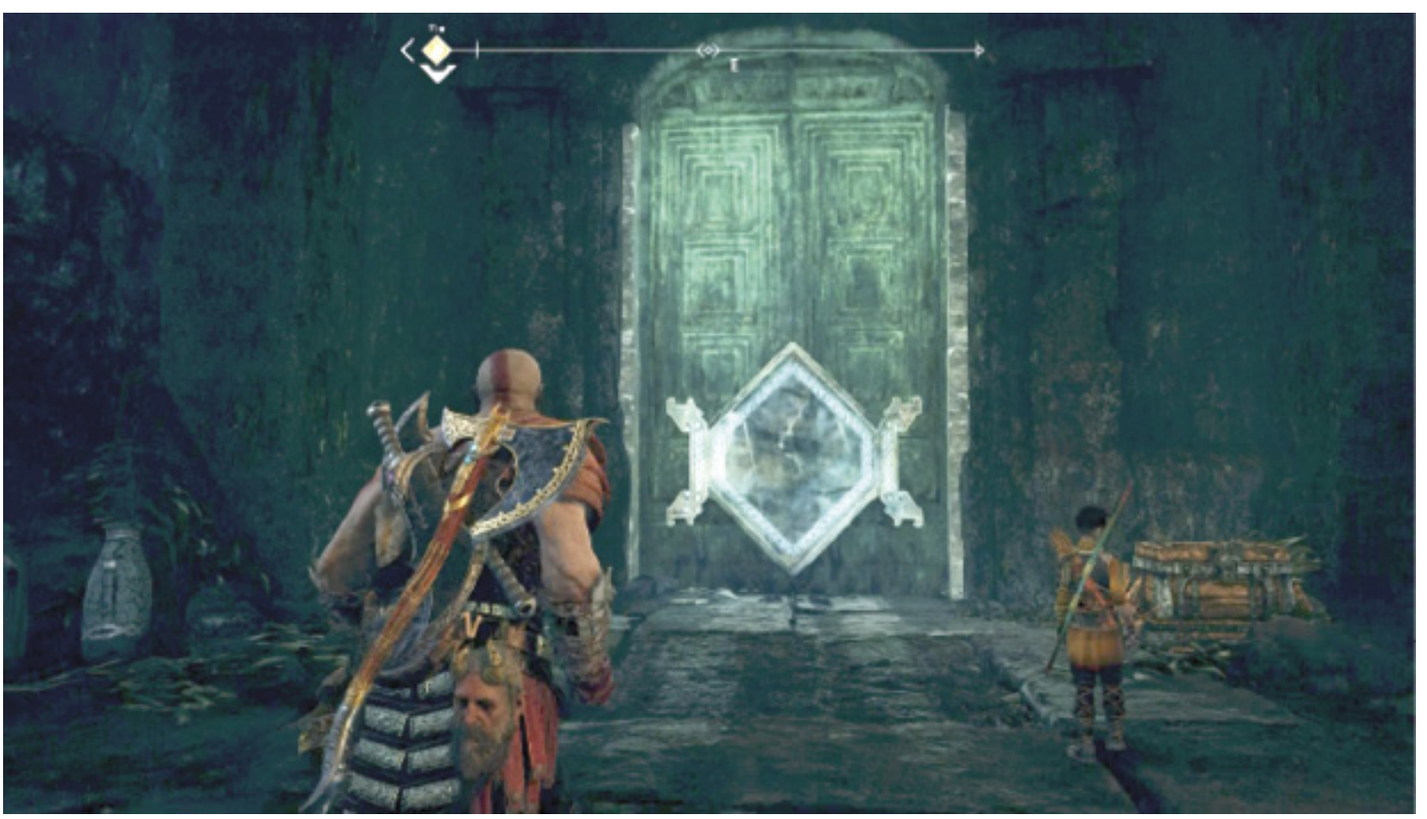
Veer left of the elevator to see the Winds of Hel glowing in a trap **(2)** on the chamber door where you found the Cipher Chest earlier. Use your Blades to capture the winds and transfer them over to the trap **(3)** at the bottom of the wooden walkway.

Set up on the right side of the wooden walkway **(4)** overlooking the light bridge below, and face the now-active wind trap **(3)**.



Capture the Winds of Hel from the trap, sprint to the right where the pallet started and sling the winds at the wind trap **(5)** directly ahead, hanging from the ceiling of the small cave passage across the gap. Cross the next light bridge **(6)** and work your way past the Nornir Chest to the far side of the cave and climb the wooden slats on the tall, yellow-marked wall **(7)**. At the top, use the Chisel to open the door **(8)** ahead.

Inside, ride the elevator down to find a Mystic Gatemway,, a coffin, and two chests. You can also fight another Valkyrie, if you want. Or simply raid the chests and save the fight for later, when you're more skilled and powerful. (For more on this encounter with the Valkyrie Kara, check out our "Valkyries" section in the **Favors** chapter.)



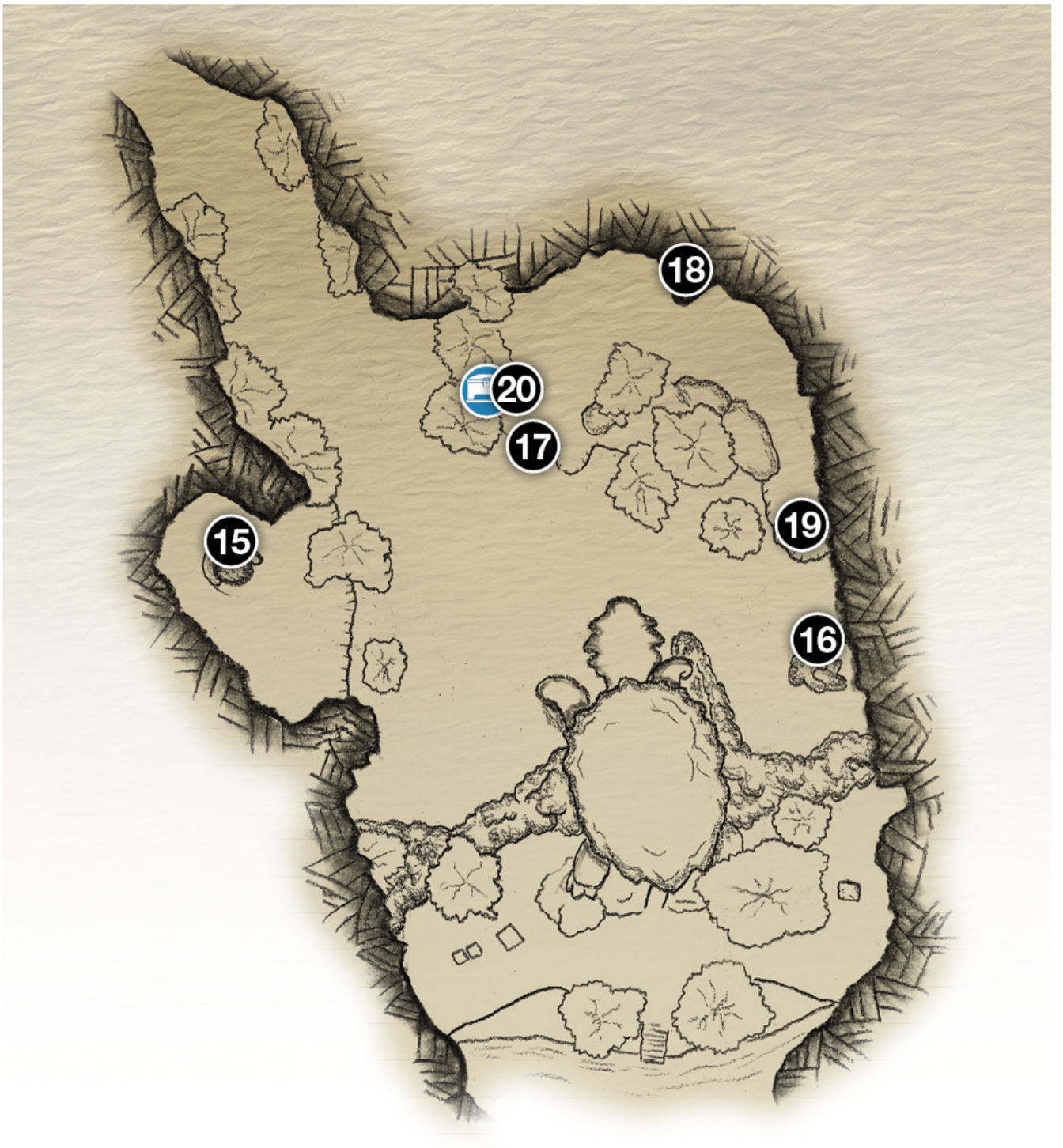
Exit the Hidden Chamber of Odin, step through the open gate on the right, and turn left **(9)** to spot the hanging wind trap **(5)** into which you just released the Winds of Hel. Capture the winds from that trap, turn around, sprint toward the Bramble-covered wall, and sling the energy into another wind trap **(10)** on the upper platform. Then slash through the Brambles with your Blades of Chaos.

Before you climb up onto the platform, continue to the movable pallet **(11)** and drag it to the midway point between the platforms on either side. Then return to the wall where you just incinerated the Brambles and climb to the upper platform.

Turn left and walk to the edge **(12)**, just before the leap to the pallet, and turn back to face the wind trap. Use your Blades to capture the winds from the trap; quickly turn and hop to the pallet, then hop again to the far platform; and hustle around the corner to sling the winds into the trap on the chamber door **(13)**. This door slides open to reveal a Legendary Chest.

Now we'll open that Nornir Chest we passed earlier up in Freya's Sanctuary outside her house. Head across the cave to the bottom of the old stone well **(14)** and climb up.

Freya's Sanctuary: Second Visit



15. Old stone well (top)

16. Stone tower (2 wind traps)

17. Climb chain

18. Wind trap & rune spinner

19. Capture Winds from 16 here

20. Nornir Chest & wind trap

Nornir Chest

Unlock the Nornir Chest in the Sanctuary

TRANSFER THE WINDS TO THE NORNIR CHEST

From the top of the well **(15)**, go down the hill and past the front of Freya's house to the tall stone tower **(16)** magically formed when Atreus wrote in the sand bowl. Use the Blades to transfer the Winds of Hel from the wind trap up high on the tower's right side to a trap in the same position on the tower's left side.

Go climb the chain **(17)** to the upper plateau and follow the path, spotting both the Nornir Chest **(20)** and another wind trap **(18)** sitting on a ledge under a spinner displaying runes.

Note these locations, then continue all the way to the cliff **(19)** overlooking the stone tower. Capture the Winds of Hel from the tower trap facing you, and transfer them to the spinner trap back on the ledge **(18)**. Note that activating the ledge trap starts a rotation of runes displayed in it, which is why we called it a “spinner trap.” As long as the trap is powered up, the runes keep rotating.

Note also that you can toss Leviathan at the spinner panels above the trap to rotate the two runes displayed on the spinner, too. When you hit the top panel, the top rune rotates. When you hit any of the bottom panels, both the top and bottom runes rotate in unison.

REVEAL THE THREE-RUNE SETTING

Next, transfer the Winds from the ledge wind trap to the trap over the Nornir Chest **(20)**. This move lights up the three runes emblazoned on the chest. This shows you which three runes you want to display back on the ledge. All three have the same shape, but point in different directions.

SET THE THREE RUNE DISPLAYS

Now transfer the Winds from the Nornir Chest back to the ledge trap. Switch to Leviathan and toss it at the upper spinner panels until you get the runes with their triangles pointing rightward and upward (as in our screenshot).

The third rune displayed, down in the wind trap, must be the rune with triangles pointing leftward. However, note that the trap's stand has toppled over on its side. So, to be pointing "leftward," the triangles as seen will actually point upward (circled in our screenshot).

Capture the Winds of Hel from the trap at the exact moment the rune shown in our screenshot appears; this stops the rotation, locking in the correct rune. Then immediately hustle back to the Nornir Chest—you only have 10 seconds, remember—and sling the green energy back into the wind trap over the chest. Now you can open the Nornir Chest and claim your reward: another nutritious Iðunn Apple!

RETURN TO THE BOAT

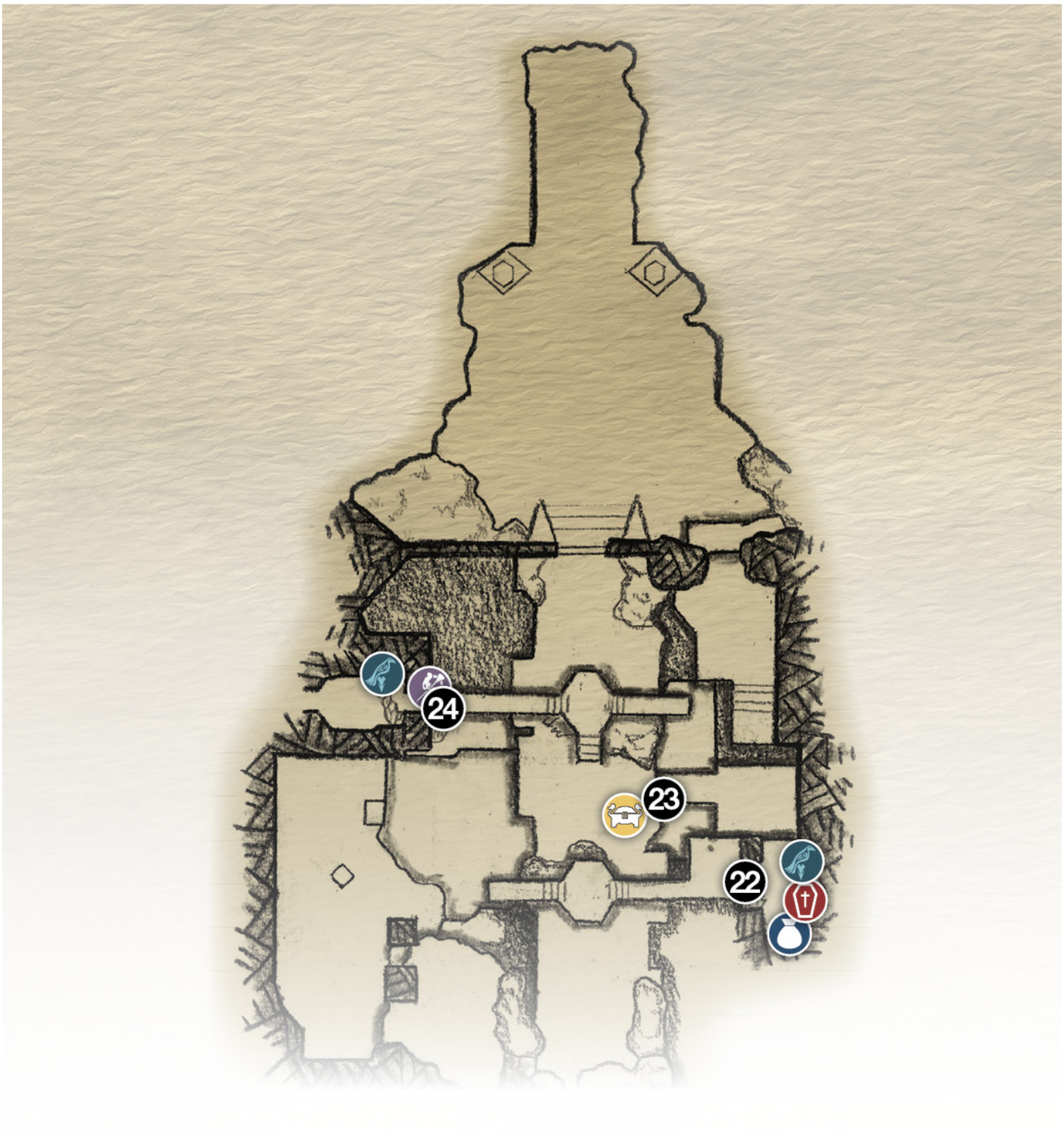
Return to the old stone well **(15)** and climb back down into the cave. Work your way back across the cave to the elevator and ride it down. You discover that the boat has washed ashore. Mimir recalls hearing the Serpent's Horn earlier; someone summoned the World Serpent, which changed the water level while you were at Freya's.

Approach the boat and press Circle to trigger a scene: as Kratos drags the boat back down to the waterway, he finally reveals some family secrets to his son.

Optional: Return to Helheim with Atreus

Again, the next chapter of the main story, "The Black Rune," technically began the moment Kratos stepped into Freya's Cave from her house. But this is a good place to veer off the story's critical path and grab the stuff in Helheim that Kratos alone couldn't access on your first visit there. With Atreus back, you can blast through those red sap barriers now.

Helheim (Return with Atreus)



22. Shoot Shatter Crystal for Coffin and Chest

23. Shoot Shatter Crystal for Legendary Chest

24. Shoot Shatter Crystal for Hidden Chamber of Odin

Artifact

Chest

Coffin

Legendary Chest

Raven

Row down the Cave waterway to the Lake of Nine and dock at the Temple. Return to the Realm Travel Room; use the travel table to access Helheim, and head out onto the bridge.

Since the Winds of Hel were used to open the gates during Kratos' initial visit to Helheim, there is no need to take any side routes. Watch out for Hel-Walkers though, as they still populate the region. Atreus can now handle the Ice Nightmares, allowing you to focus on the bipeds.

There are three locations along the Helheim bridge, which are blocked by roots covered in red sap. Hit the Shatter Crystal with a Shock Arrow at each location to gain access to the loot.

Follow the bridge through a small tunnel and climb onto the narrow footbridge. Detonate the Shatter Crystal to the right to find a chest and coffin.

Turn left, kick the chain down, and descend to the lower level. Use a Shock Arrow on another crystal to the left, under the main bridge, to find a Legendary Chest. Loot the Epic Talisman and return all the way back to the main bridge.

Duck through the next opening and climb onto a second narrow footbridge just ahead. Detonate the third Shatter Crystal to the left to gain access to the Hidden Chamber of Odin. Collect the Brooch off the floor and explore the chamber to find the final Brooch, a coffin, and a few Healthstones. The powerful Valkyrie Rota waits in the arena at the end of the hall, but the boss fight is an extremely tough challenge. A Mystic Gateway allows you to travel between Brok's Shop and the chamber for easier access.

ARTIFACT: BROOCH

Travel back to Helheim with Atreus and climb onto the second narrow footbridge that runs perpendicular to the bridge, just before the Bridge of the Damned. Detonate the Shatter Crystal to the left and collect the Brooch lying on the floor.

ARTIFACT: BROOCH

Take the elevator down to the lower level of the Hidden Chamber of Odin. Climb the staircase ahead and search the left corner for the final Brooch.

At this point you can collect Brooches missed on your previous Helheim visit, or fight more Hel-Walkers. Atreus is ready to get back to the warmth of Midgard though. Use the Realm Travel Room to return to Midgard once finished with Hel.

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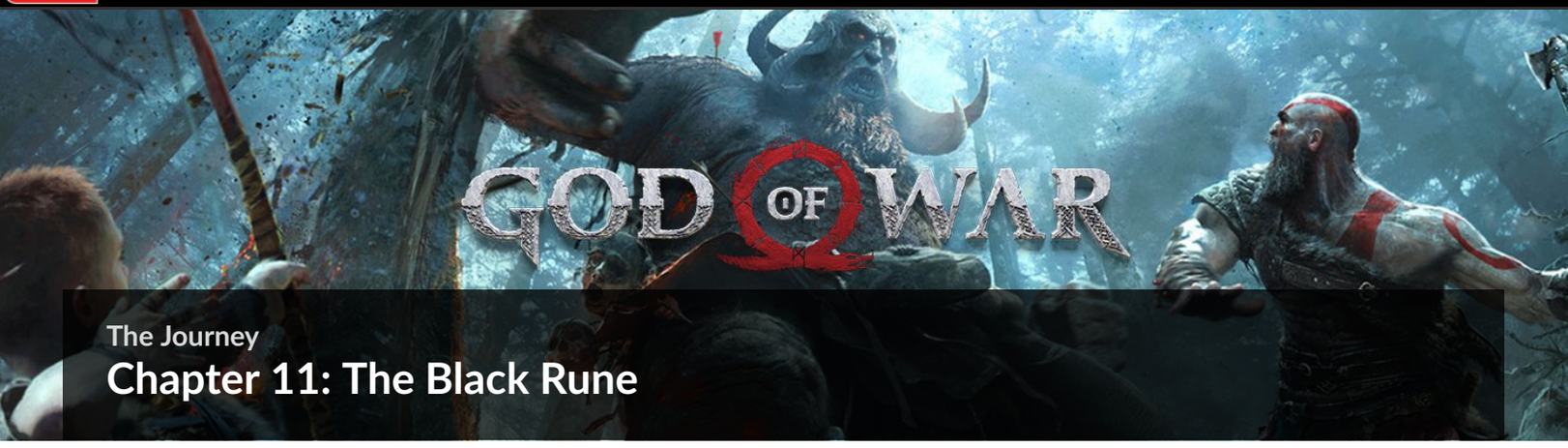


The Journey

Chapter 11: The Black Rune

Now you can continue your search for the Jötunheim travel rune, called the Black Rune, back in Týr's Vault. You can expect that such a valuable and secret item might be difficult to acquire, of course. So be ready for traps, puzzles, and other vault defenses.

JOURNEY OBJECTIVES

- Return to the boat
- Enter the boat
- Return to Týr's Vault
- Use the sand bowl
- Retrieve the Black Rune
- Deactivate the vault's defenses
- Escape the trap
- Exit Týr's Vault

NEW ENEMIES

- Miniboss: Grendel of the Ashes
- Miniboss: Grendel of the Frost

OBJECTIVE: Return to the Boat

OBJECTIVE: Enter the Boat

If you're following this walkthrough, including the last chapter where you revisited Helheim, you've already returned to the boat and entered it; Kratos, Atreus and Mimir are at Týr's Temple. But this chapter technically began when you left Freya's house after Atreus was cured. If you haven't already done so, ride the elevator in Freya's Cave down to the dock at the lowest water level, drag the boat to the water, and hop aboard.

OBJECTIVE: Return to Týr's Vault

Follow the waterway from Freya's Cave out onto the Lake of Nine and head directly to the flag-marked temple boat dock. Debark and proceed through the exterior vault doors next to the dock.

OBJECTIVE: Use the Sand Bowl

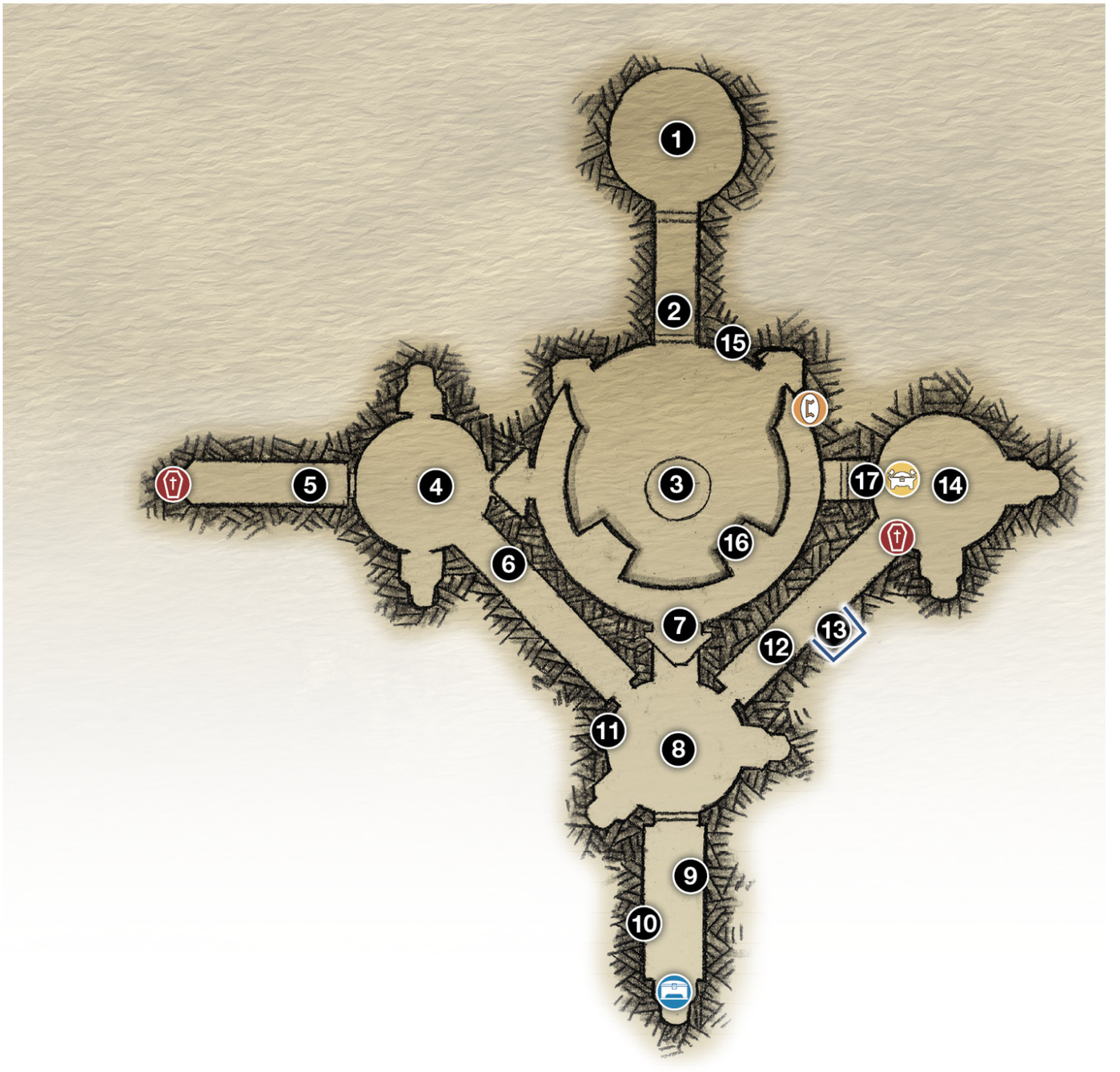
Approach the sand bowl **(1)** and press Square to have Atreus read the riddle. Then approach the four-rune message etched on the far wall and press Square again to have Atreus write the answer in the sand. The circular platform begins to drop.

Ride it down into the vault proper, listening to the conversation as Atreus embraces his newfound status and Mimir offers cautionary words, listing Týr as an example. They also discuss the murals of Týr and the Giants that appear on the wall as the lift slowly drops.

When you arrive, open the exit door, head down the corridor **(2)**, and step into the vault. This triggers a short scene: Atreus spots the Black Rune **(3)**, but the vault's defenses suddenly activate and generate a series of three protective rings around it.

Your next task is to deactivate all three rings, one at a time.

TÝr's Vault



1. Sand bowl

2. Hall entry

3. Black Rune (ring barriers)

4. Chamber 1 wind trap and crank-wheel

5-6. Blade trap corridors

7. Chamber exit

8. Chamber 2 wind trap and crank-wheel

9. Throw axe at gear

10. Punch runic seal stone

11. Shelf (runic seal)

12. Throw axe up at runic seal

13. Blue-lit side alcove

14. Chamber 3 wind trap and crank-wheel

15. Climb wall

16. Chamber door

17. Legendary Chest (only after miniboss fight)

Coffin

Legendary Chest

Lore

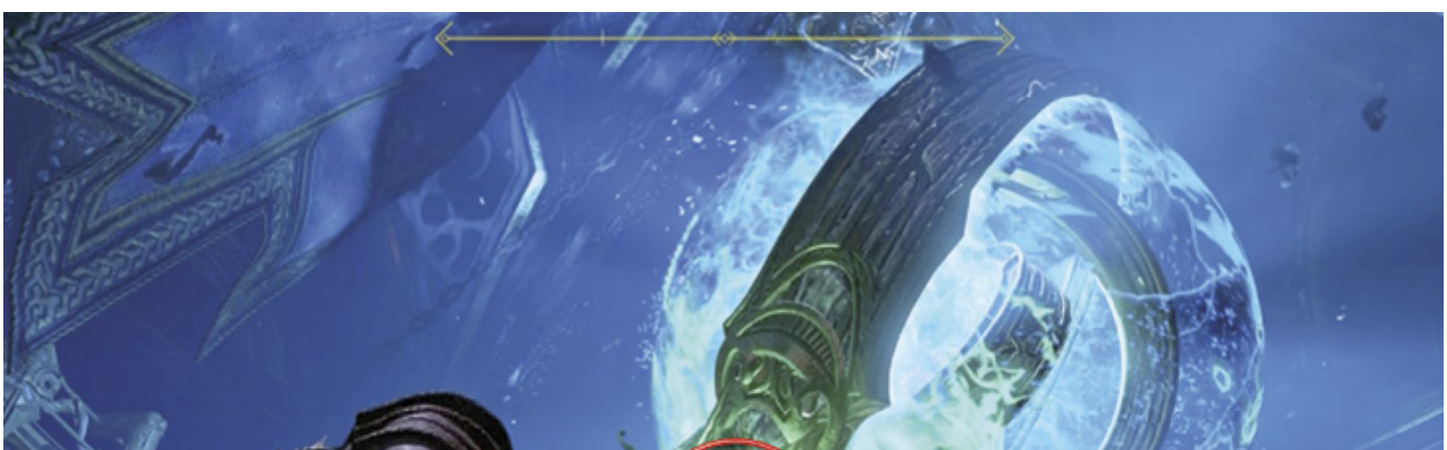
Nornir Chest

OBJECTIVE: Deactivate the Vault's Defenses

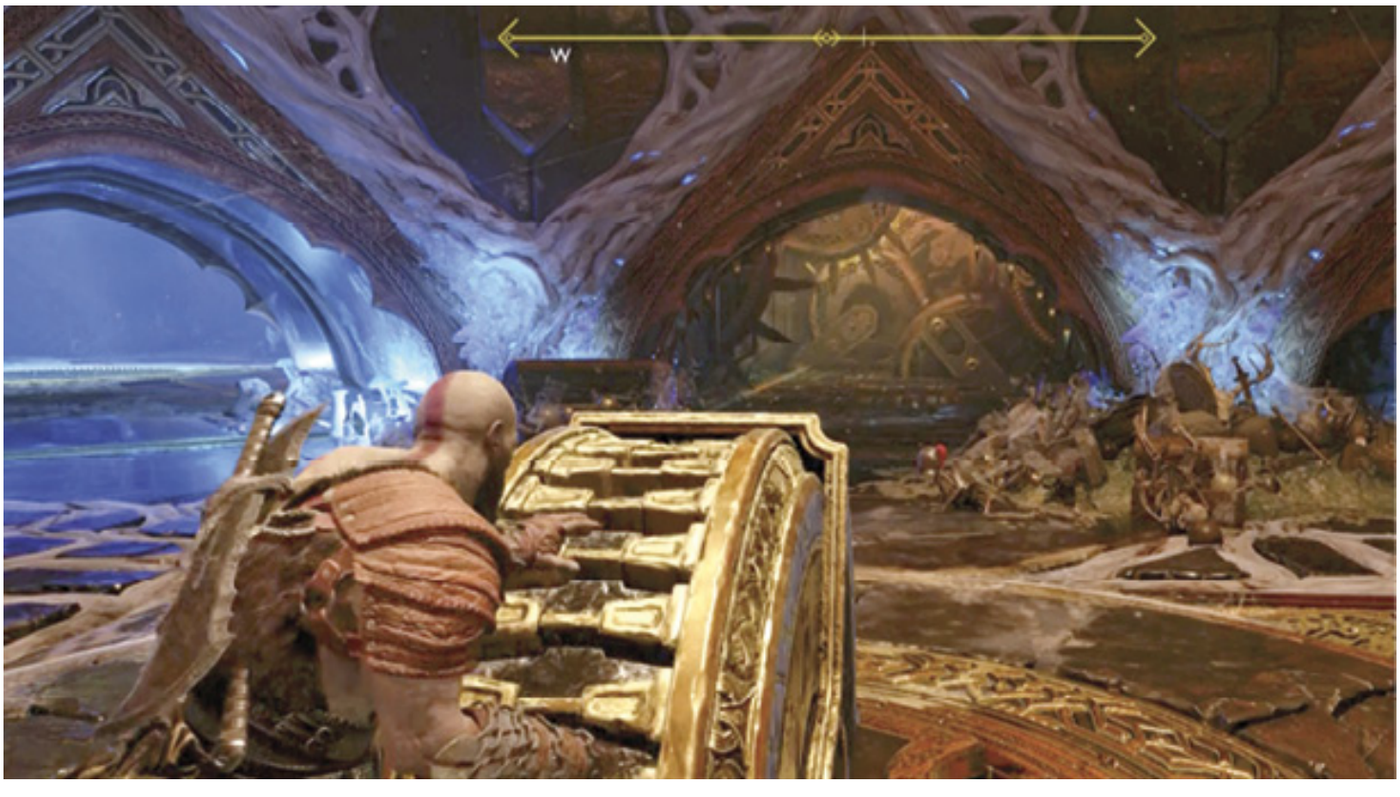
To deactivate the protective rings, you must create access to wind traps in three side chambers, transfer Winds of Hel from the rings to the traps to raise crank-wheels, and then turn the wheels to power down the corresponding ring out in the hall. But to move from chamber to chamber, you'll have to negotiate dastardly corridors of killer traps.

DEACTIVATE THE OUTER RING

Approach the open side passage to see an empty wind trap **(4)** sitting atop a stalk in the center of the chamber beyond. Then look up at the twirling rings **(3)** to see active Winds of Hel energy glowing in a trap near the bottom of the outer (biggest) ring. Use your Blades to capture the winds from that ring, then sprint down the passage and transfer them into the wind trap on the stalk.

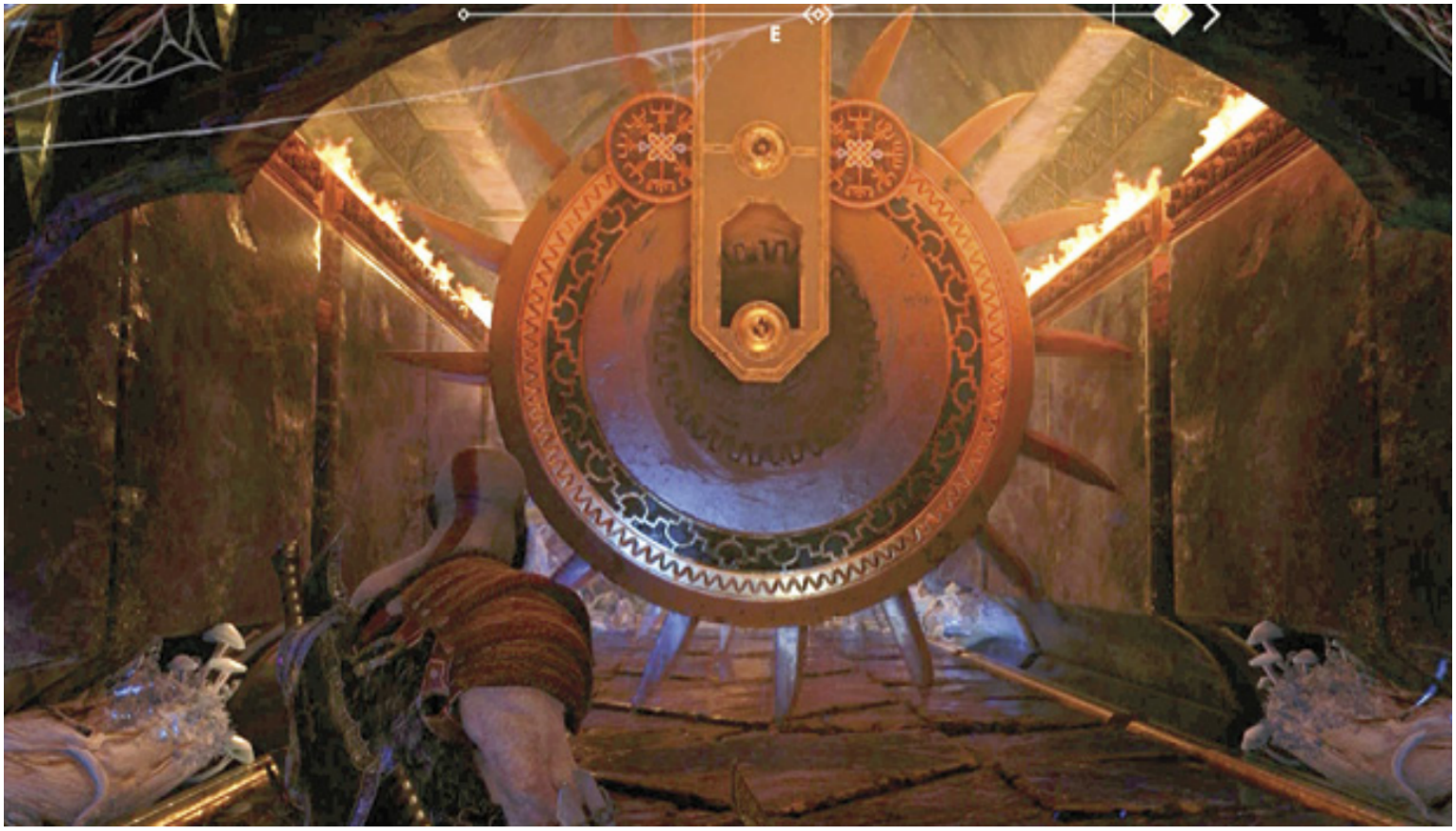


The stalk/trap retracts into the floor, and a crank-wheel pops up to replace it. Turn the crank-wheel to deactivate the outer defensive ring around the Black Rune. This also opens up a pair of corridors filled with spinning blade-wheel traps. The one directly ahead **(6)** leads to the next deactivation chamber, so let's check out the other passage first **(5)**.



FIND THE COFFIN

Approach the first spinning blade-wheel **(5)**. Equip Leviathan and toss the axe at either one of the round disc panels. This flips the blade-wheel sideways so you can get past. Step to the right and toss Leviathan at either disc panel on the second blade-wheel to flip it horizontal. Now you can walk safely past both and loot the coffin at the end of the corridor.



REACH THE SECOND CHAMBER

Return to the main chamber and step down the other corridor **(6)**, where you face three sets of spinning Blades. Atreus finds a small side passage that he can squeeze through to bypass the traps. But Kratos must solve the trap puzzle. This one is slightly trickier, but not too difficult.

The first set is simple to get past. Step up close to the two blade-wheels and sprint past the moment they pull apart. The second set is another pair of blade-wheels that move together and apart rhythmically, but they also spin around each other.

Set up next to the left wall close to the Blades, waiting until they pull apart and leave a momentary gap in front of you (see our screenshot). Sprint past them!

The third set is easy. Toss Leviathan at the gear-disc on either wheel of the pair to freeze that wheel in place. Wait until the other wheel spins to align exactly with the frozen wheel, then quickly recall Leviathan.

If you time it right, both wheels now rotate together, perfectly aligned, giving you a gap to run through when their rotation goes high and to the side. Time your run and proceed into the next chamber.

Entering the second chamber triggers a scene: Kratos and Atreus explore the remarkable treasure cache and find objects that spark memories good and bad. Note another wind trap on a stalk in the chamber's center.

DEACTIVATE THE MIDDLE RING

Go lift the gate with the glowing blue diamond in the center **(7)** to step back into the main hall. Suddenly, two glowing rifts appear in the air, and Draugr squads with the Power Weapon upgrade pop out in ambush. Use Leviathan in this battle to hack the Draugr apart. Soon two more rifts expel a flock of Fire Nightmares for support; keep Atreus targeting the fliers to thin them out. Finally, several Speed Draugr teleport in and dart forward to engage.

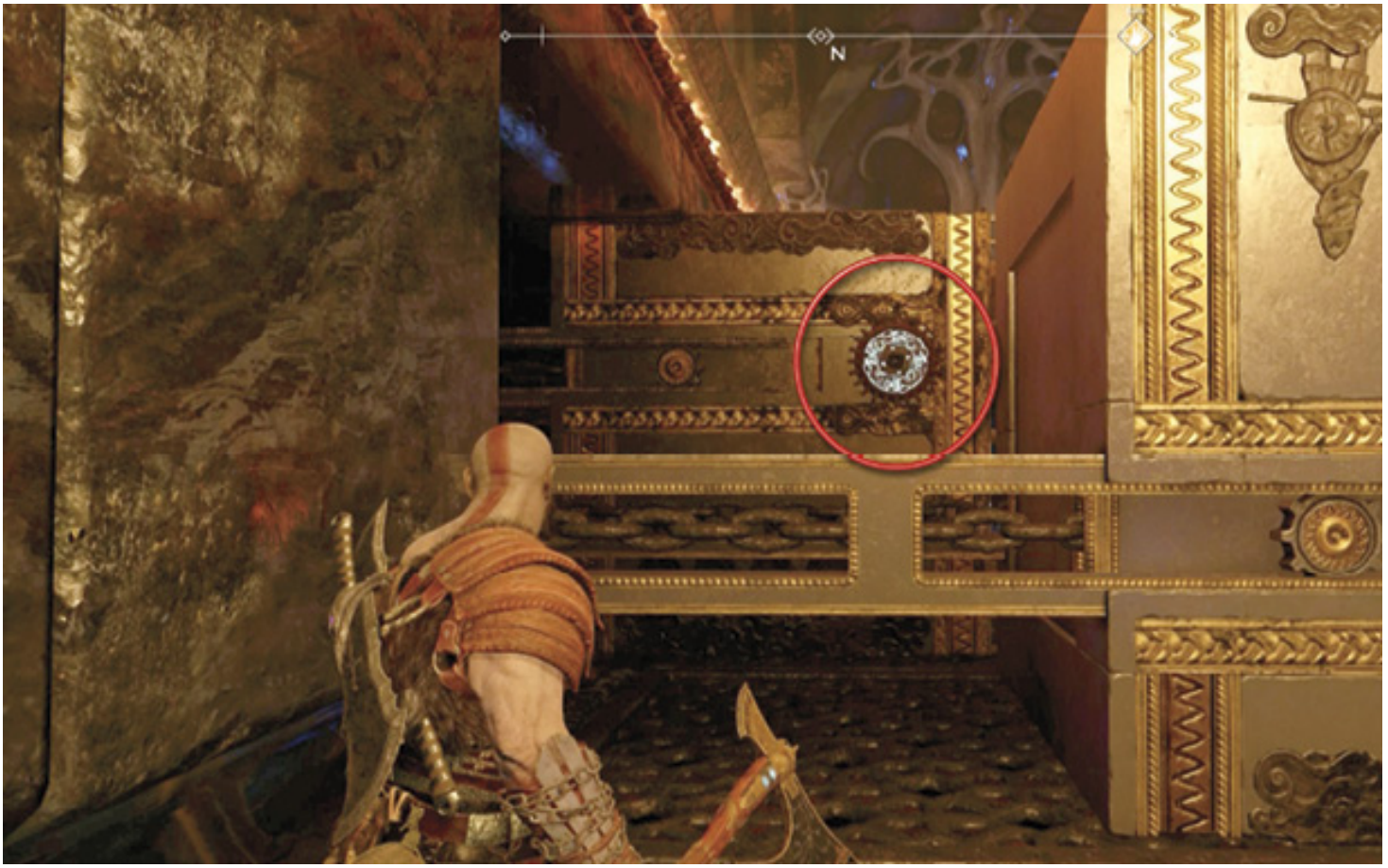
After you clear the area, stand outside the chamber gate you just opened **(7)** and look up at the big rotating rings **(3)**. Switch back to your Blades of Chaos and capture the Winds of Hel from the glowing trap on the second (middle) rotating ring. (The outer ring stopped rotating after you took its winds earlier.)

Sprint into the second chamber and sling the energy into the wind trap on the stalk **(8)** to retract it and bring up another crank-wheel. Turn that crank-wheel to shut down the middle ring out in the main hall. Now there's only one ring left to deactivate.

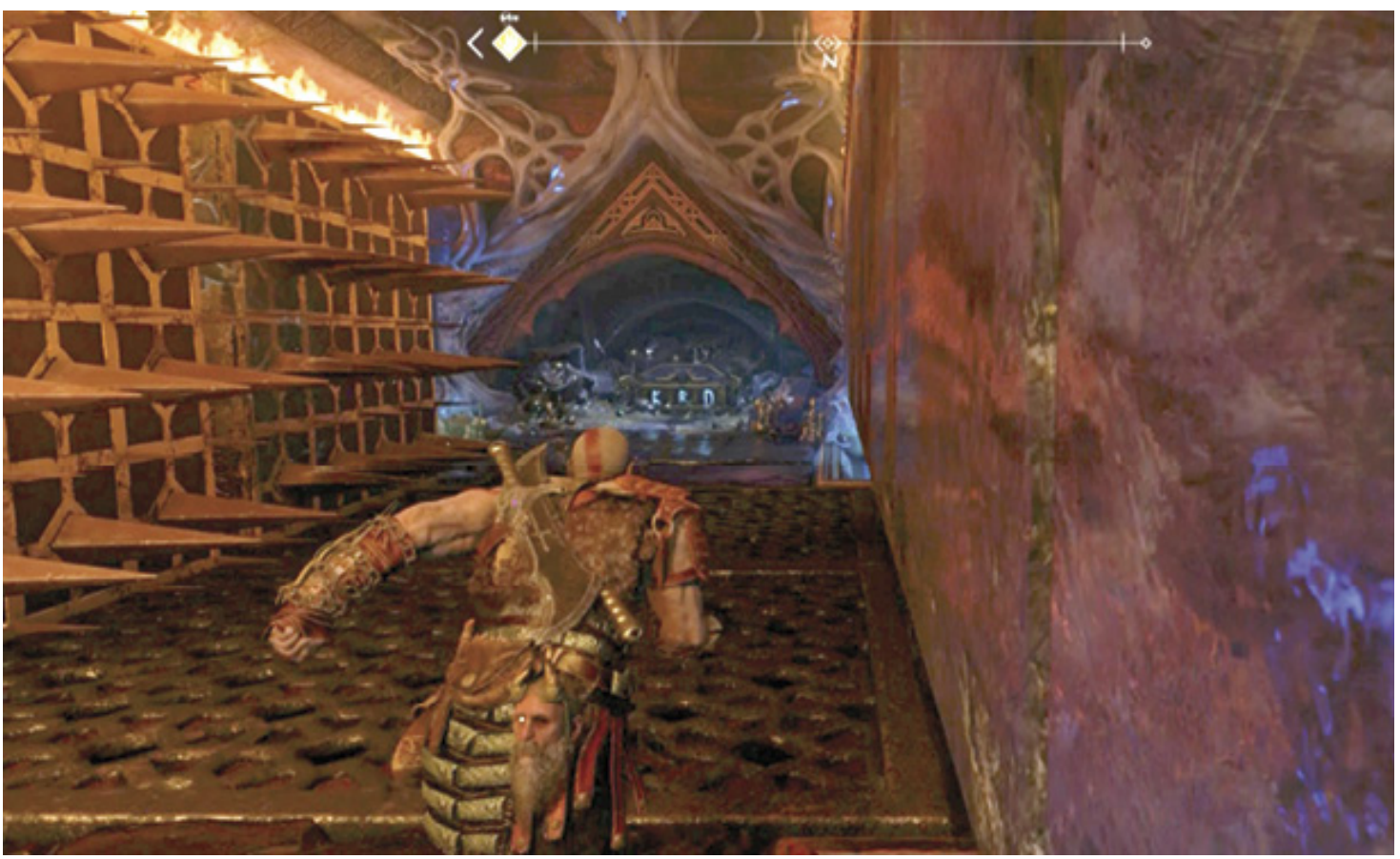
UNLOCK THE NORNIR CHEST

Turning the second crank-wheel also opens up two new passages from the second chamber. One of them **(10)** leads to the third and final chamber, so let's check out the other passage first. You see a Nornir Chest at the far end of this passage. But two crushing blocks tipped with spikes slide back and forth, blocking your way to it.

First, stand close to the left wall **(9)** and toss Leviathan at the gear-disc (circled) on the second block, which appears briefly as the blocks slide back and forth in staggered movement. The timing is a bit tricky, but you'll get it after a few tries.

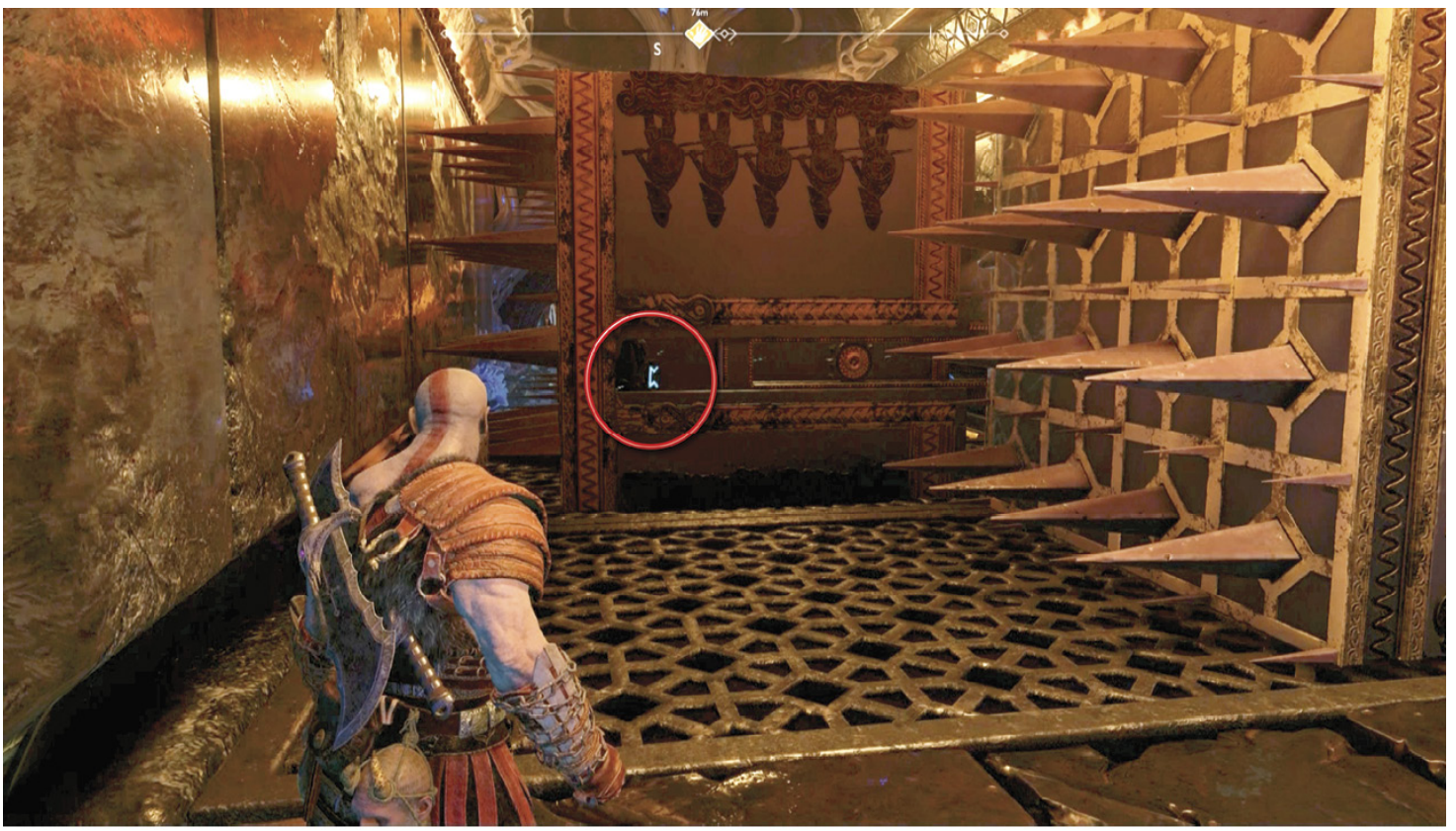


When you hit that gear-disc, the second block freezes in the “open” position. Move against the right wall and time your run past the still-moving first block to reach the Nornir Chest.



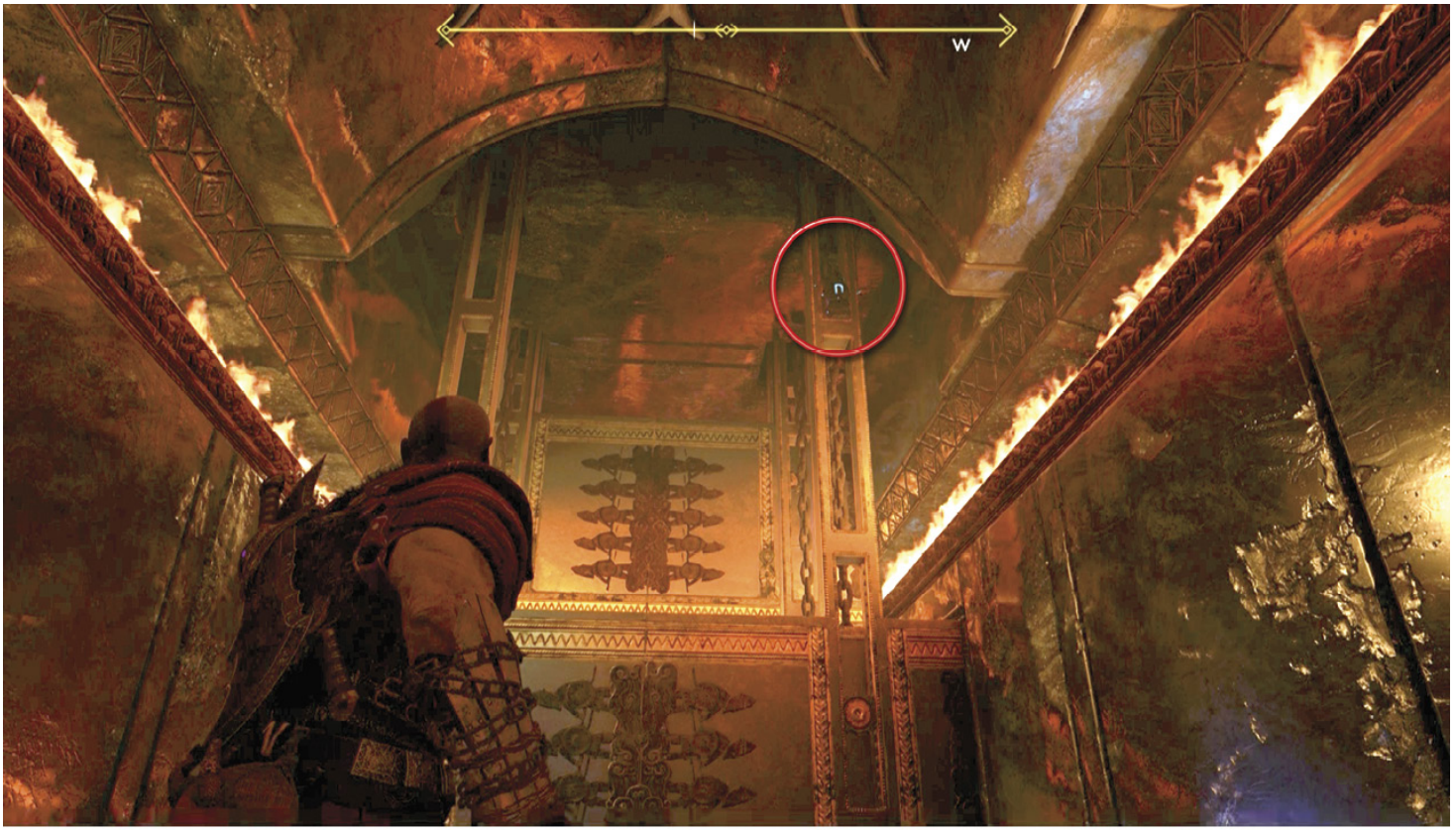
Of course, to open the chest, you must break the three runic seals. Without recalling your axe yet, turn around and watch the first block (the one still moving). See the runic seal stone sitting in a niche on the block’s side?

Walk close **(10)** to the sliding block and punch the stone when it slides into reach again. One seal broken, two to go.



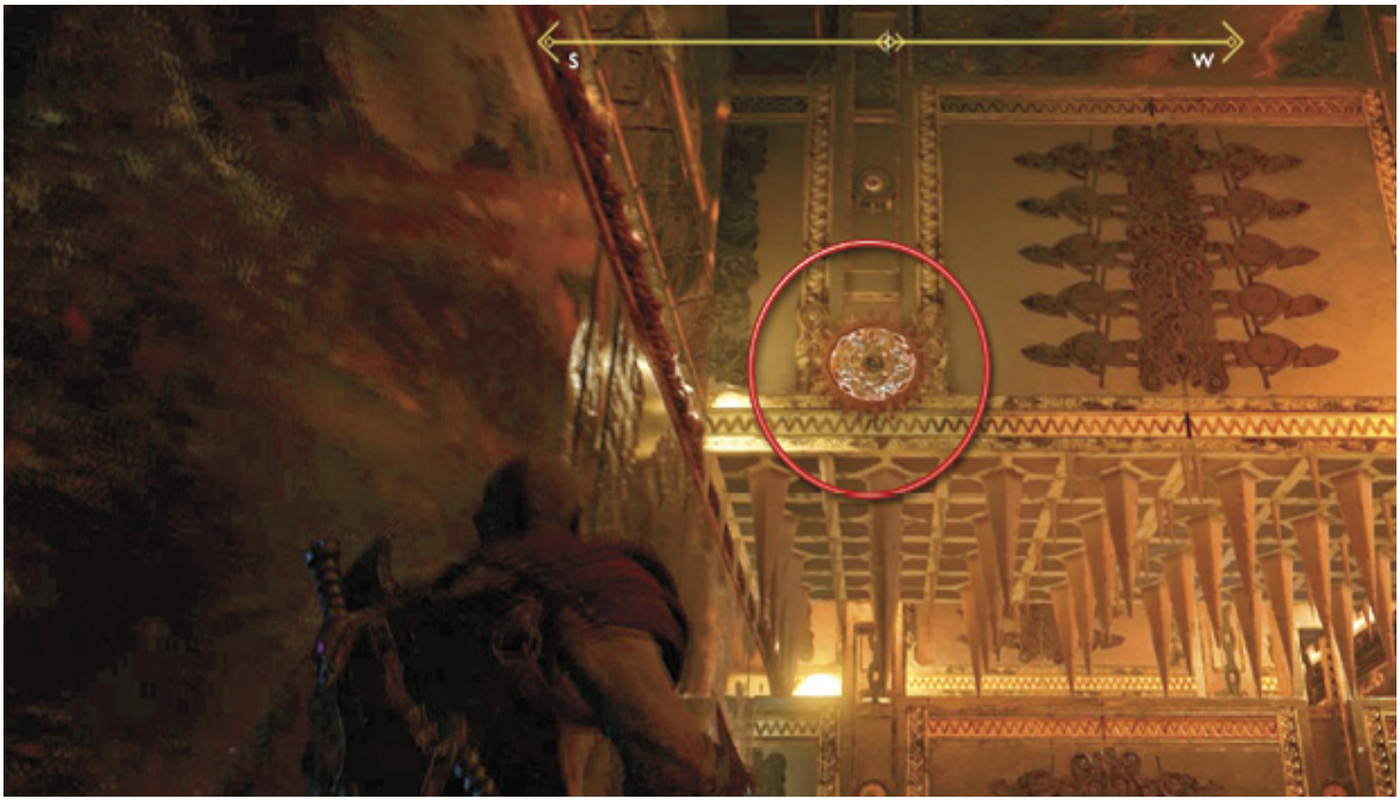
Time your run past the sliding first block and then recall Leviathan. Step back into the treasure-filled second chamber, turn left, and spot the next runic seal stone on the far-right side of a shelf **(11)** against the wall. Nail it with your axe. Two down, one to go.

Take a few steps down the other passage **(12)**, where three blocks are sliding vertically, and look up. Spot the runic seal stone up high on the rightmost strut of the first sliding block (see our screenshot). Aim Leviathan and time your throw to break the last stone. Now you can return to the Nornir Chest and open it for your well-earned reward: an Iðunn Apple.



GET TO THE THIRD CHAMBER

Go back into the other passage **(12)** and look at the wall on the right side. You catch a glimpse of a small, blue-lit alcove **(13)** to the right of the second and third blocks. To reach it: When the first block rises, toss Leviathan at its gear-wheel (circled) to freeze the block in the up position. Now you can walk over to the right-side wall.



When the second block rises, run into the blue-lit alcove. Be sure to pick up the big pile of Hacksilver inside. Then wait until the third block rises, and sprint out past it. Head down the passage into the last chamber. Like the other two chambers, it has an empty wind trap on a stalk **(14)**, ready to receive a Winds of Hel transfer.

TRANSFER THE WINDS OF HEL FROM INNER RING TO OUTER RING

Pull open the chamber's exit gate and head back out to the main hall to look up at the last (inner) rotating ring **(3)**. You can't see its wind trap from the ground because the trap stays on top of the ring. Mimir suggests getting up to one of the balconies overlooking the hall for a better look. Head over to the yellow-marked section of wall **(15)** just to the right of the vault's entry passage and start climbing.

The climbing route takes you upward and rightward with several leaps to new handholds until you reach the spot where you can jump down onto the balcony. A patrol of Draugr with Fire Nightmare air support drops in to defend the curving balcony overlooking the hall, so clear them out. Then find the spot where a rune message is etched brightly on the wall and have Atreus read it.

LORE: RUNE VAULT CLUE

This Rune Read is found on the wall behind the balcony overlooking the main hall in Týr's Vault. Atreus translates it as: "Thought is faster than wind."

Turn around and spot the active wind trap on top of the inner ring. Use the Blades to capture the Winds of Hel from that trap and transfer it to the big outer ring's trap, which is conveniently facing you. (Both are circled in our shot.)

DEACTIVATE THE THIRD RING

Find the chain anchor on the balcony, kick the chain down, and climb down to the main floor. Stand just outside the corridor to the third chamber **(16)** and capture the Winds of Hel from the outer ring's wind trap **(3)**. Then run into the chamber and sling the energy into the wind trap on the stalk **(14)** to bring up another crank-wheel from the floor.

When you turn this wheel, Atreus calls out that the Black Rune is finally lowering to within reach. But the stalk suddenly bursts from beneath the crank-wheel and wraps Kratos in a death grip, trapping him against the wheel. Then the crank-wheel platform starts sinking slowly into a pool of water.

OBJECTIVE: Escape the Trap

Puzzle time! Three pull-chains appear on the wall, underneath three symbols depicting celestial objects: sun, moon, and earth (Midgard). These symbols start out aligned on a horizontal slot track.

Here's the order at puzzle start: sun, moon, Midgard.

First, listen as Atreus solves the riddle of the order: the correct alignment, from left to right, should be moon, Midgard, sun. But now you must use the pull-chains to arrange this correct order.

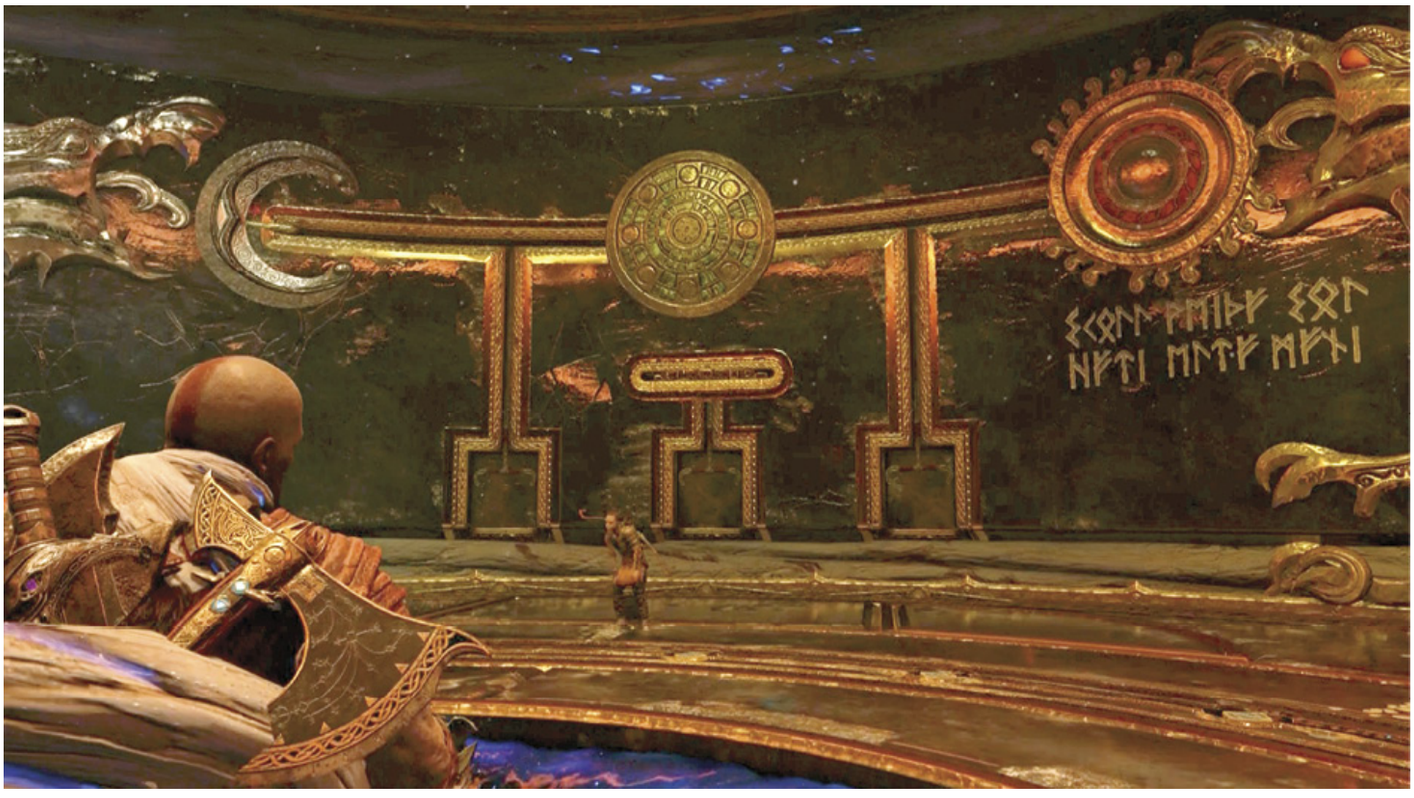
The puzzle mechanics work like this: Pulling the middle chain slides the symbols left or right along the horizontal track. The other two pull-chains each sit on a vertical track; pulling the chain moves symbols up or down the corresponding track. This allows you to change the order by sliding a symbol down, moving the other symbols horizontally past it, and then moving it back up.

From the starting alignment, here's the quick puzzle solution:

- Pull the center chain to slide all symbols to the left. This moves the moon over the left vertical track.
- Pull the left chain to slide the moon down.
- Pull the middle chain to slide the sun and Midgard to the right. Now the sun is over the right vertical track.
- Pull the right chain to lower the sun.
- Pull the left chain to raise the moon.
- Pull the middle chain to slide the moon and Midgard to the left.

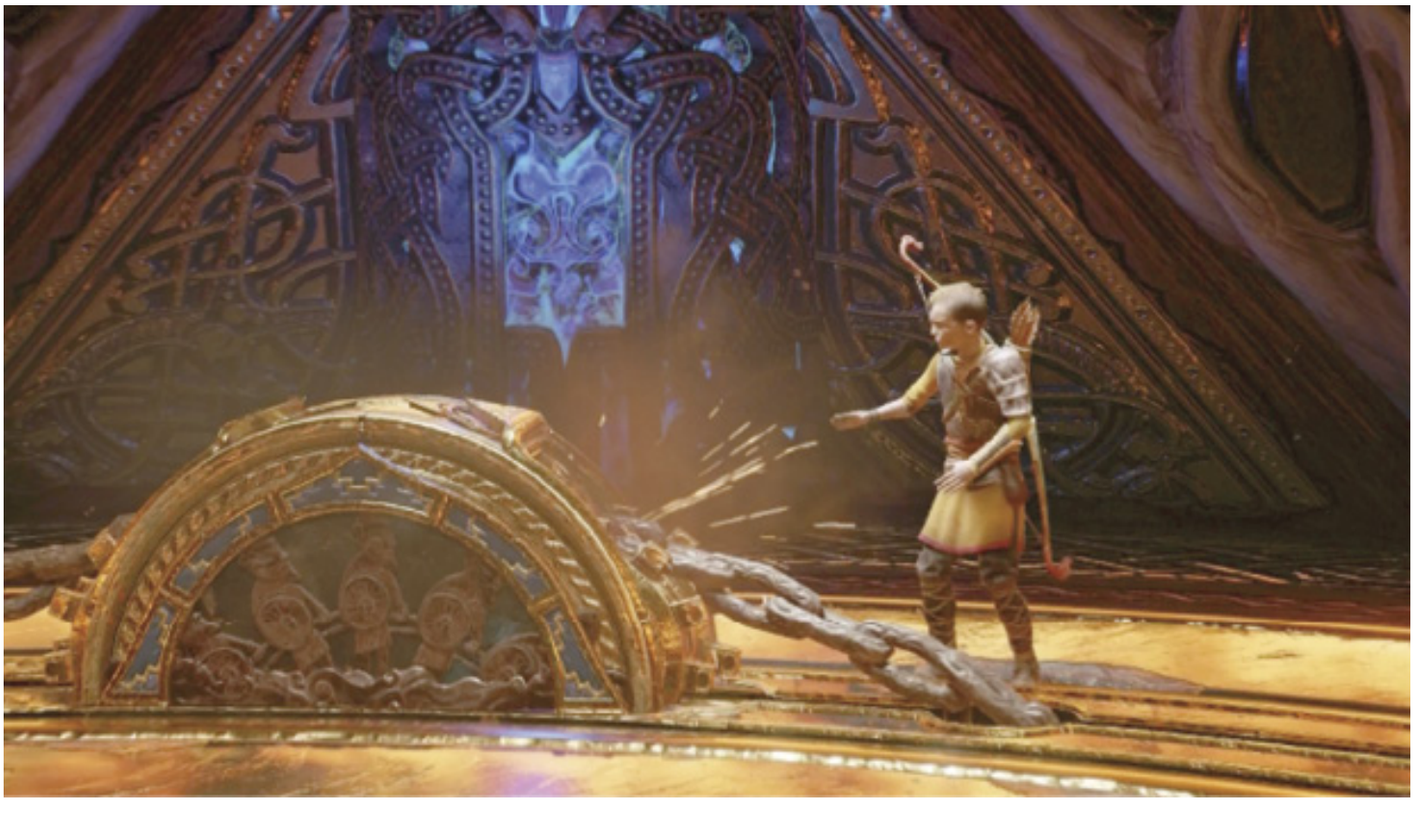
- Pull the right chain to raise the sun. Done!

Here's the final puzzle solution order.



JAM THE CHAIN

Oops! Solving the puzzle didn't quite deactivate the trap. Kratos is still bound to the wheel, and a chain starts pulling the platform up toward a spiked plate on the ceiling. But this solution is easy. After Atreus examines the chain, press Square when the prompt appears on-screen. Atreus thrusts his knife into the mechanism, jamming the chain. Kratos is freed!



Approach the exit gate and kick it open; it leads out onto the balcony. Out in the main hall, the ring mechanism crashes to the floor and disappears, freeing the Black Rune.

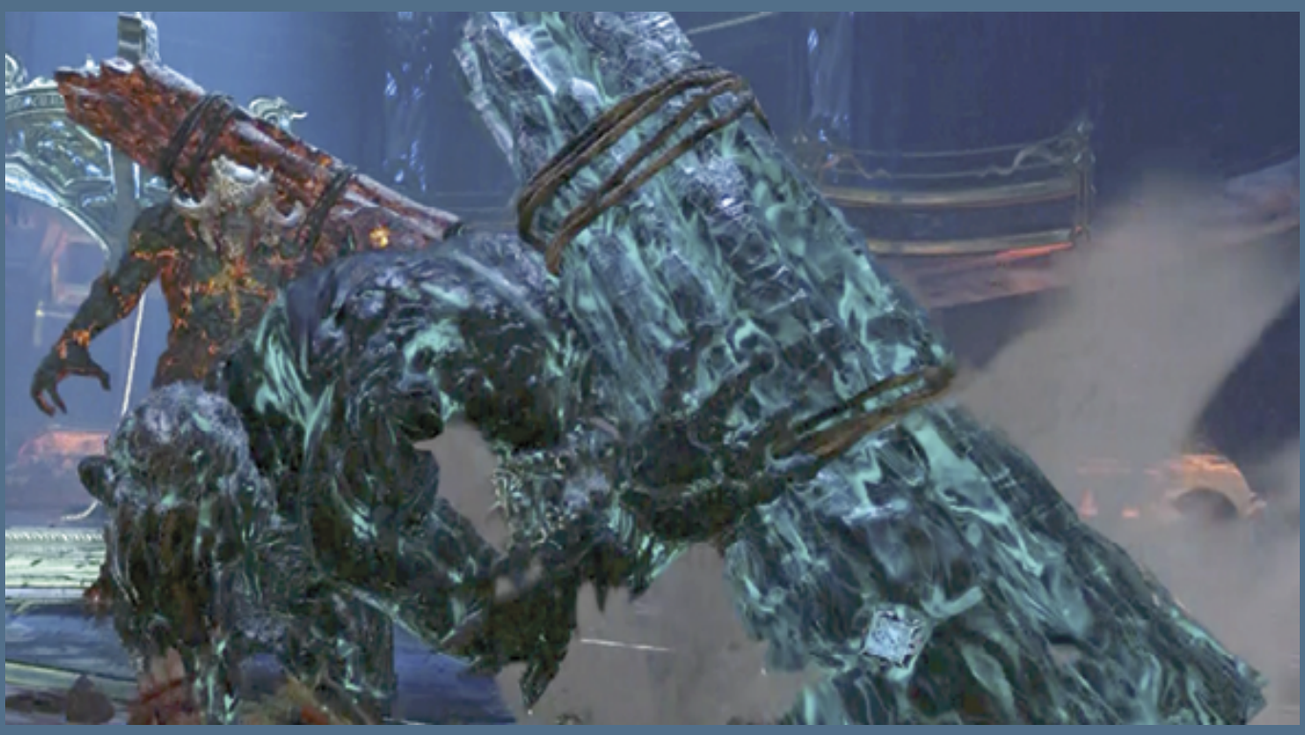
OBJECTIVE: Retrieve the Black Rune

Climb down the chain and approach the center platform to trigger a scene: Kratos gives Atreus a gift, replacing what the boy just lost. Then they take the Black Rune, which manifests itself on Atreus in a particularly personal way. Unfortunately, seizing the Runestone also awakens a pair of ancient vault defenders.

DEFEAT THE GRENDELS!

This is an interesting tactical fight because it calls for switching your weapons for better results. Grendel of the Ashes is more susceptible to Frost than fire damage, whereas Grendel of the Frost is the opposite. So, use frosty Leviathan against the orange Stone Troll, and use your burning Blades of Chaos against the blue Stone Troll. Also important: Keep Atreus chipping away at their health with his arrows the entire fight.

Start by wielding Leviathan and circling the hall, keeping both Trolls in sight until you see an opening for a throw or dash at Grendel of the Ashes. Roll away quickly after you land two or three solid hits to avoid getting pillar-slammed.



Both Grendels can swing their pillars horizontally in a spinning-dervish attack. Both can raise a foot, then lunge forward with a hand slash that tears up the ground in front of them. Both also have a surprising dash slam, unusually fast for Trolls—a sudden three-step burst across the floor that ends with a vertical slam of the pillar.

Be ready to roll aside when this attack comes, but don't roll right into the other Grendel!

From a distance, both Grendels can slam down their pillar to generate an eruption of smaller stone pillars, which explode and inflict the blinding status if you collide with them. Also watch out for their blinding tosses of debris.

When your Blades finally break down the frosty Grendel, be sure to collect all the high-value pickups dropped by both Trolls, including a Chaos Flame. Also note that the third chamber's door (16) now reopens. Inside that chamber, the raised platform has revealed a hidden niche holding a gleaming Legendary Chest, ripe for the looting.

BLADE UPGRADE AVAILABLE!

Killing both Grendel monsters earns you a Chaos Flame. Be sure to use it to upgrade your Blades of Chaos the next time you visit a dwarven shop.

RIDE BACK UP TO THE BRIDGE

Exit the main hall and return to the sand bowl **(1)**. Direct Atreus to write in the bowl to raise the platform back up to the exit level. Watch the touching scene as Kratos shares a taste of his homeland with his son. The lift transports them all the way up to the bridge level, with their next destination looming in the distance.

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The Journey

Chapter 13: Escape from Helheim

Kratos and Atreus end up at Helheim Landing, deep in Hel and well beyond the realm gates. Working your way out of this grim, frozen wasteland seems a daunting task. But despite Baldur's claim that Kratos is merely the "meat" of the outfit, our God of War's ingenuity is not to be dismissed. If you can fight your way across Helheim Landing to its pier, Kratos has a clever way to bypass the realm's other formidable obstacles.

JOURNEY OBJECTIVES

- Find a way out of Helheim
- Use the ship
- Escape Helheim

NEW ENEMIES

- Hel-Shadow Scout
- Hel-Revenant

OBJECTIVE: Find a Way Out of Helheim

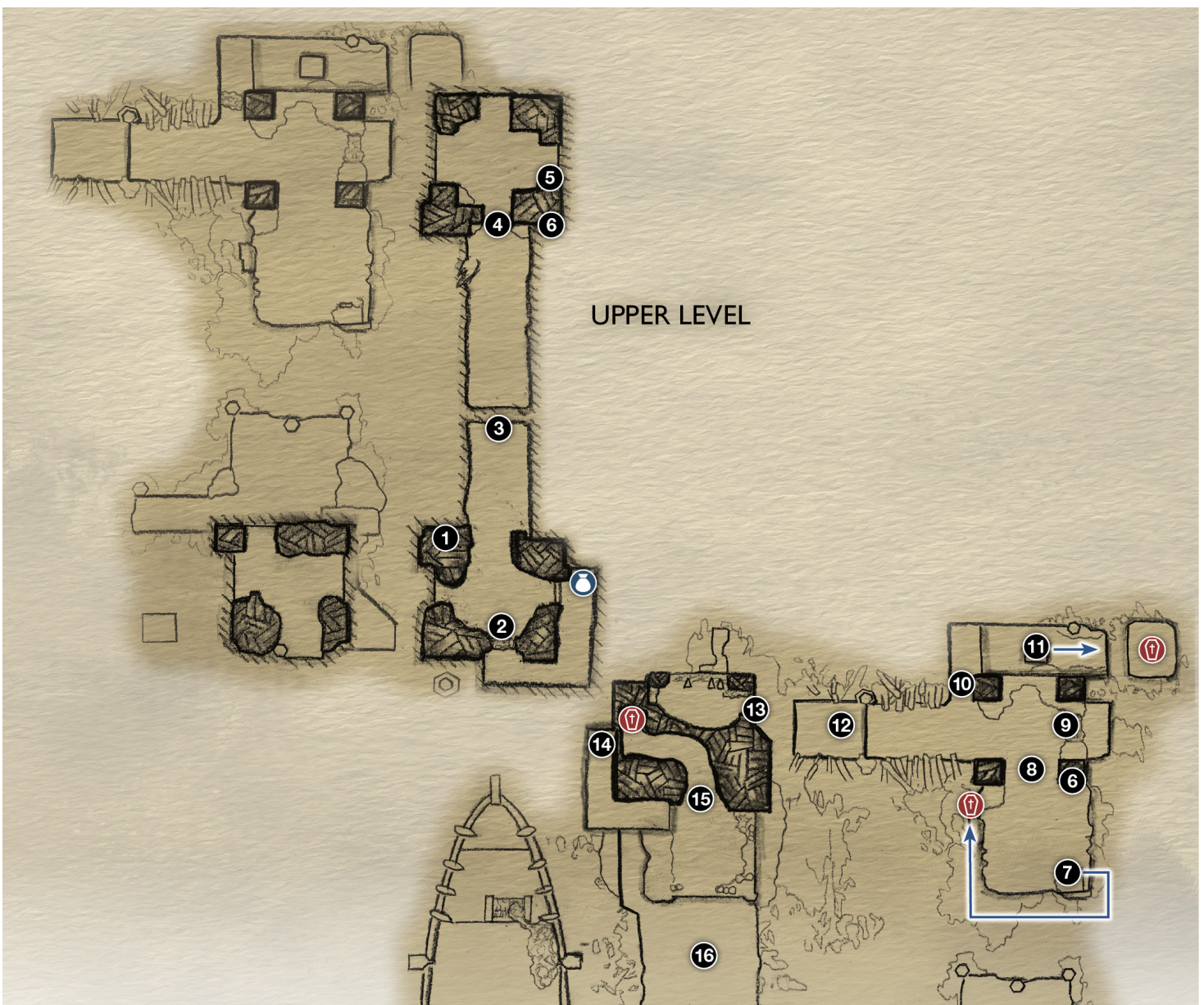
GET TO THE SHIP

You start out on a lower level of a multi-story tower. Grab the yellow-marked stone column in front of you **(1)** and climb around its corner, then upward. On the way up, Kratos spots a ship across the landing at the dock; Mimir says it will get you halfway out of Helheim, which is better than nothing.

Keep climbing until you reach the tower's top floor, and defeat the Hel-Reaver Guard there, bashing through his shield with your Block Break Skill. Burn through the Brambles blocking a passage **(2)**; follow the ledge around to a chest, then lift the metal gate. Proceed across the high walkway toward the next tower. As you cross, a section of the walkway collapses **(3)**.

Jump across the gap and approach the next tower's gate, where more Hel-Walker defenders attack. These include a hovering Ice Nightmare, a Hel-Shadow Archer across the gap on the walkway behind you, and a new foe, a Hel-Shadow Scout. Like the regular Hel-Shadow Archer, this warrior can fashion and toss ice spears. But the Scout's mastery of ice magic also lets him conjure up a thick ice wall that not only fends off your strikes but explodes if you get too close.

Helheim Landing



1. Climb column

2. Brambles (to chest)

3. Walkway collapse

4. Lift gate

5. Climb column

6. Climb down wall

7. Brambles (wind trap)

8. Gate (wind traps)

9-10. Bramble barriers

11. Push block

12. Walkway

13. Jump to wall

14. Walkway overlook

15. Dock battle!

16. Push block

17. Nornir Chest

18. Pull block

19. Ledge (target runic seal statues)

20. Ledge (chest; target runic seal statue)

21. Lift pillar

22. Ship

Chest

Coffin

Nornir Chest

HEL-SHADOW SCOUT

Like the Hel-Shadow Archer, the Scout uses ice magic to fling deadly cold projectiles. Toe-to-toe, this Scout is weak and highly susceptible to Blades of Chaos burn damage. However, he compensates by conjuring a durable ice barrier to block incoming attacks. Note that this barrier does more than provide cover; it's also explosive! Stay at range whenever possible.

Lift the gate **(4)** and enter the next tower to trigger a short scene. After the vision, grab the marked stone column **(5)**, climb around the corner, and then climb down the outside wall **(6)**.

UNLOCK THE TOWER GATE

When you reach the wooden platform on the bottom level **(6)**, slice through the Brambles to reveal a wind trap **(7)** with the Winds of Hel glittering inside. Find the spot on the left edge where you can climb down the wall. Climb leftward around the corners until you reach a small platform with a coffin. Loot the coffin and then climb all the way back to **(7)**. Capture the winds, turn around, and transfer them up to the leftmost wind trap on the big gate **(8)**. This slides half of the lock plate to the left. Switch to Leviathan and toss at the gearwheel to freeze that plate half in place.

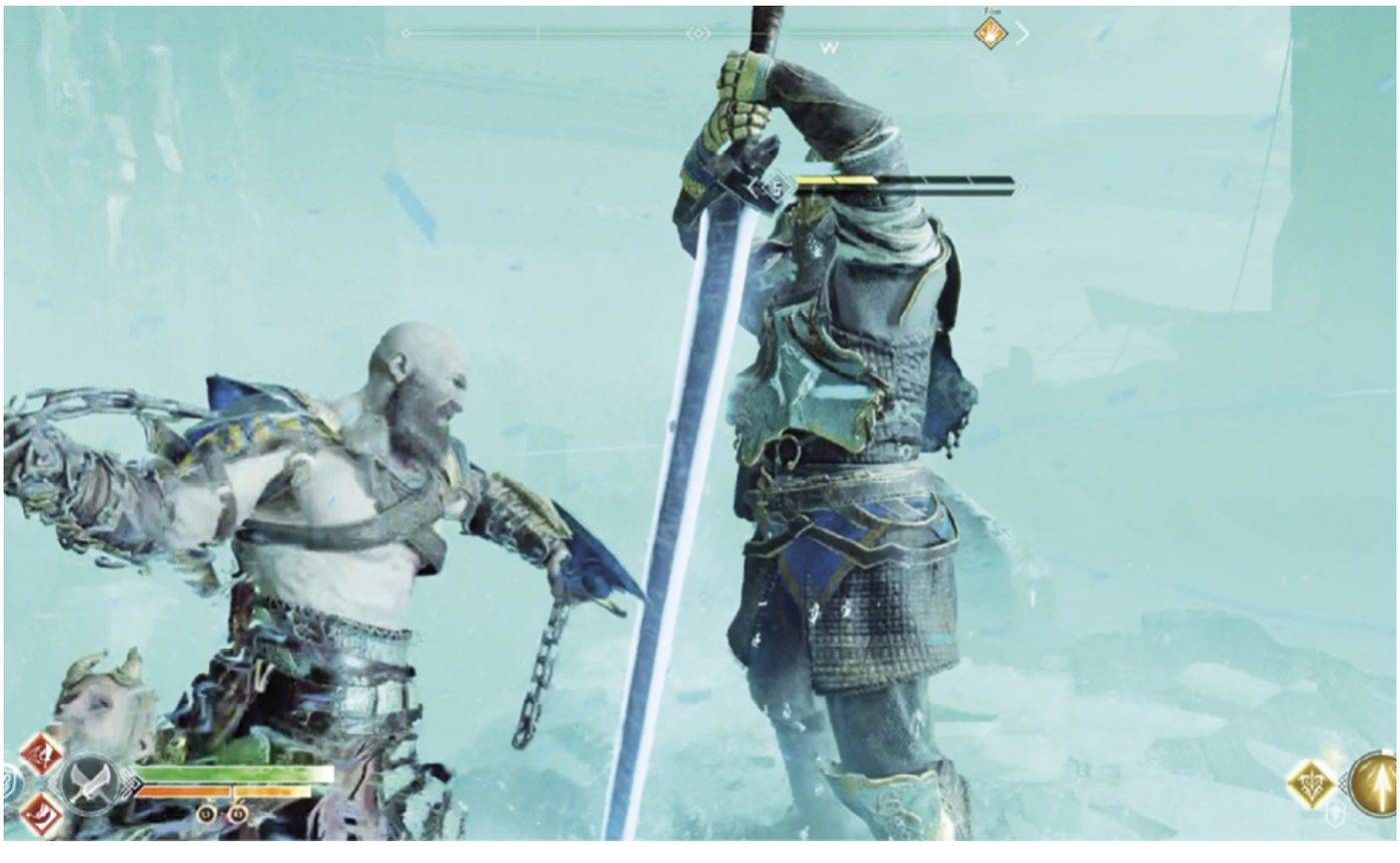
Transfer the Winds of Hel from the leftmost wind trap to the rightmost wind trap on the gate. This slides over the other half of the lock plate, unlocking the gate. Open the gate and step inside the tower to come face-to-face with a dreaded Hel-Traveler.

DEFEAT THE HEL-TRAVELER

You've faced one of these powerful knights before, so repeat the tactics used then. (Refer to that meeting back in "The Sickness.")

Remember: Dodge sideways fast when you see the flash before his heavy attacks (overhead/sideways slash or a dash with a sword lunge), and get your shield up if he raises his sword in front to jab its tip in the ground for a frozen shockwave.

You have Atreus this time, too, so keep him firing arrows and distracting the frozen knight. Remember, once his helmet is knocked off, he's on his last gasp—still deadly, but nearly ready to drop. After the Hel-Traveler falls, pick up the all-important Chaos Flame that he leaves behind. Then collect his Armor Shard and Grisly Trophy pickups.



CHAOS PICKUP

Upon his demise, the Hel-Traveler drops a Chaos Flame. Now you can upgrade your Blades of Chaos up to level IV next time you get a chance to visit a dwarven shop. Needless to say, you won't find any shops in Helheim.

Burn the Bramble bush **(9)** in the tower and step through the opening. Nothing's out on the ledge, but this will make a nice jump pad in a minute. Go back in, raise the iron gate, and turn left to see another Bramble bush **(10)**.

Burn through and dispatch the Hel-Reaver Lord who rises up to fight. Then hop down to the movable block. Push the block as far as it will go **(11)**.

Climb back up to the walkway, go left into the tower and back through the passage you burned open earlier **(9)**. Now you can jump across to the top of the block **(11)**, then hop to the small platform to loot the coffin. Hop back over to the tower and proceed down the walkway. When you catch up to Atreus **(12)** on the walkway, he points out that Baldur is up ahead on the next tower platform.

SNEAK PAST BALDUR

Jump across to grab that tower's wall **(13)** and start climbing around the outside, listening to Baldur's Hel-triggered vision as you go. You learn a shocking truth about his lineage: his mother, a familiar figure, is responsible for the protection spell that makes him feel nothing, and Baldur is deeply bitter and angry about it.

Keep moving. It's a long, roundabout climb around the tower and past a glowing coffin tucked inside a chamber you can't reach yet; but you eventually reach a walkway **(14)** overlooking the ship. Follow the walkway and climb down the wall to a platform overlooking the dock area below.

Find the low tunnel entrance **(15)** behind some racks of spears; smash through the racks and enter. Creep ahead to loot the coffin you passed during your climb, then exit the tunnel. Jump down from the platform to the dock **(16)** and get ready for a tough fight.

DEFEAT THE HEL-VIKEN

Here you face not one but two Hel-Vikens, plus an assortment of other foes. Even with two heavy foes, the fight is a bit easier with Atreus providing support. Clear the dock and pick up the spoils. Then head over to the big movable stone block **(17)**.

UNLOCK THE NORNIR CHEST

Push the block until it drops into the gap so you can hop across and proceed down the walkway to the Nornir Chest. You must find and break its three runic seal statues to unseal the chest. Here's how:

The first runic seal statue is the only one in the game randomly placed in one of three locations:

First possible location: Facing the Nornir Chest, turn right and approach a Bramble bush. Burn through it with your Blades to reveal another movable stone block **(18)** barricading a passage. Before you move the block, however, turn left through the narrow side passage, and then turn left again on the ledge **(19)** to see a runic seal statue sitting atop a low pillar.

Second possible location: Facing the movable stone block **(18)**, turn right and go through the opening to spot the runic seal statue on the tall pillar across the water.

Third possible location: Pull the movable stone block from **(18)** to open the passage behind it. Step into the passage to find the runic seal statue.

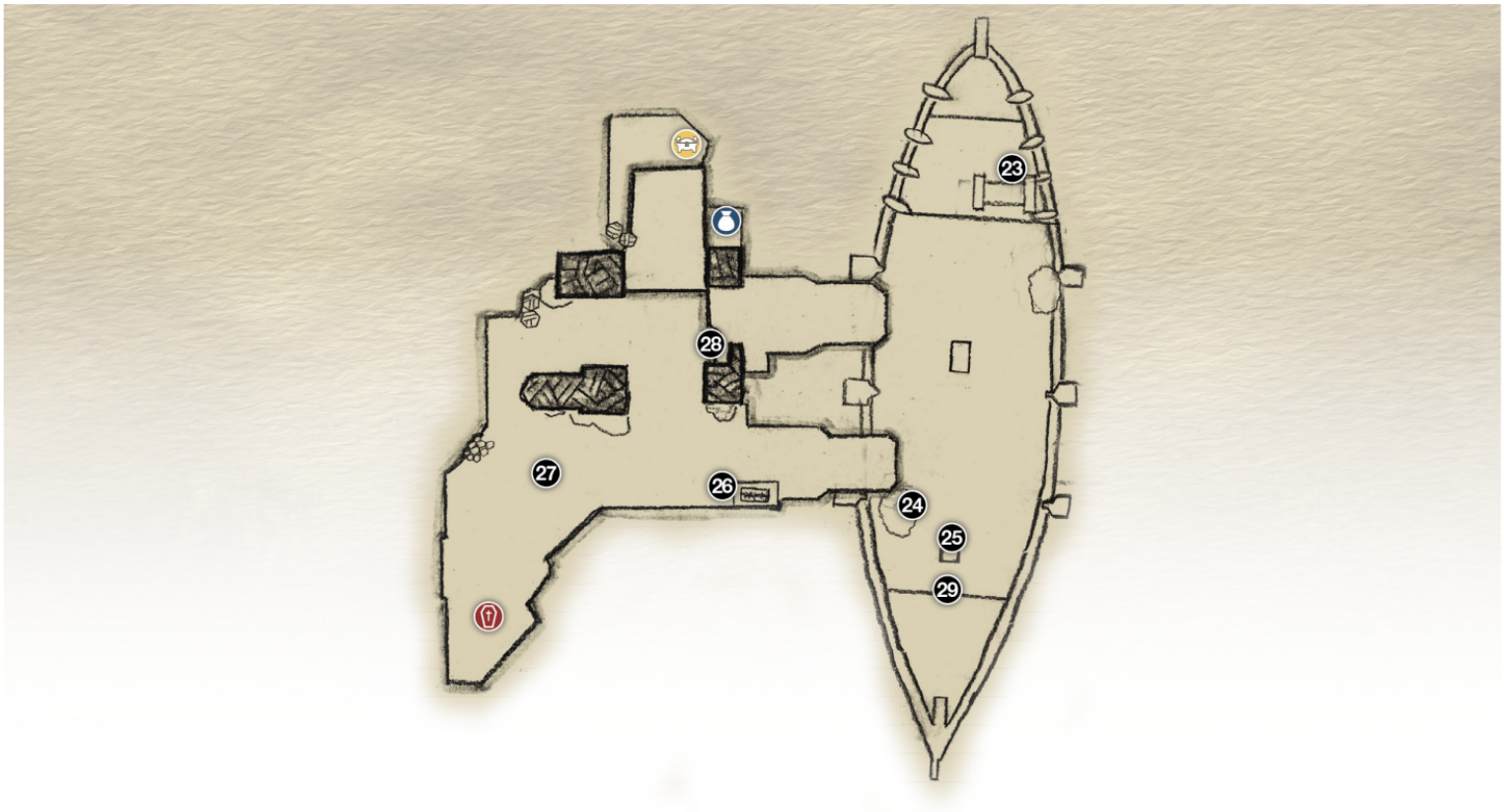
Pull the stone block just a few feet, until it covers that same narrow side passage. Glance through the iron bars on the front of the box—there's a runic seal statue inside, and the back of the box is open! Climb atop the block and drop down its backside onto the same ledge **(19)** where you nailed the first runic seal statue. Break the statue in the box with your axe. Two down, one more to go.

Climb back to the front of the movable box, then pull it as far as it can go, ending up under a yellow-marked ledge next to the Nornir Chest (just right of **(17)**. Climb atop the box and up the marked ledge to find a chest loaded with Hacksilver **(20)**. Standing at the chest, turn right to see a broken column out in the water with a runic seal statue sitting on its base. Aim a hair above the statue's head and throw Leviathan to break it. Return to the Nornir Chest to claim your reward.

BOARD THE SHIP

Opening the chest brings a squad of angry Hel-Walkers of various stripes, including a Hel-Reaver Scout building explosive ice walls in your way. Eliminate them and head back down the walkway to the dock. Pick up the fallen pillar **(21)** and step onto the ship **(22)**.

Helheim Ship and Bridge Platform



23. Mainsail crank-wheel

24. Brambles (free sail ropes)

25. Rigging mount

26. Bridge crank-wheel

27. Hel-Revenants!

28. Spinner lift

29. Tear off bow

Chest

Coffin

Legendary Chest

OBJECTIVE: Use the Ship

RAISE THE MAINSAIL

To get the boat moving, you need to hoist the sail, folded across the ship's bow. A crank-wheel **(23)** in the stern could reel in the halyard cables attached the sail to raise it, but those cables are covered in Brambles **(24)**. Use the Blades of Chaos to burn away all of the Brambles on the deck, including some covering the cable spool attached to the wheel-crank. Then turn the wheel-crank to raise the mainsail and get the ship moving.

FIRESTARTER

Burning all of the deck Bramble starts two nonstop fires, one fore and one aft. Don't worry, these aren't dangerous. In fact, you'll need them shortly.

Mimir points out that Týr's Temple is near the top of a towering waterfall, and you're downstream. You can't sail up a waterfall, right? Then, after you sail only a short way, the ship gets stuck on an iceberg. Now what? Note that Atreus stares at the rigging mount **(25)** near the bow.

GET FREE OF THE ICEBERG

Approach the mount and press Circle to set up with Leviathan in hand. Then press R1 to chop. Keep chopping until Kratos chops through the mount and it breaks free. Now the sail is floating loose, directly above the ship.

Go back to the crank-wheel **(23)** and turn it again. This tightens up the sails overhead, and they start filling with heated air from the two deck fires. The ship starts rising like a modified hot-air balloon! (As Atreus remarks in his journal, “The boat works just like those flying lanterns in the Mountain!”) This lifts you free of the iceberg. Unfortunately, the ship’s deck rises toward a lowered section of drawbridge (circled in our shot) extending from a waterside structure…and gets stuck again.

GET FREE OF THE DRAWBRIDGE

Climb onto the drawbridge span and use the bridge crank-wheel **(26)** to raise the bridge. As you do, the bridge section breaks, freeing the boat until it catches on a small platform higher up on the bridge structure. This raises the boat too high for Kratos to jump back aboard from the lower bridge level.

This also unleashes a pair of foul new foes on the bridge platform behind you. Two Hel-Revenants start raking up pairs of icy fissures or huffing their killer ice-breath attacks at Kratos. You don't have Atreus beside you, but he can fire his arrows from the boat, shooting down onto the bridge platform to disable the Revenant shrouds, thus keeping the creatures from teleporting away whenever Kratos attacks.

HEL-REVENANT

This frozen version of the Revenant deploys attacks that can slow Kratos or even freeze him completely. If she attempts to use her blue ice-breath attack, keep moving and evade out of its range. If Kratos gets frozen in place, escape by quickly tapping Circle. Don't dally or you risk being shattered and instantly killed.

The Hel-Revenant also rakes up damaging fissure attacks that send ice shards erupting from the ground, advancing two rows at a time toward you, similar to the raking attacks of other Revenant variants. But her attacks not only hurt if the strike, but also inflict the Slow status.

RIDE THE LIFT TO THE UPPER RAMP

After the Hel-Revenants fall, find the coffin hidden behind breakable debris in the platform's back-left corner. Then approach the spinner mechanism **(28)** and stand close so you're on the lift under it. Start tossing/recalling Leviathan, targeting the spinner's scarred wooden panel to spin the gears and raise the lift you're standing on. When the lift reaches the top—that is, the spinner won't spin anymore – toss the axe at the gearwheel above the spinner panels to freeze the lift in place. Step out onto the upper bridge ramp, but don't jump down onto the boat yet. Don't recall Leviathan yet either! You can find a pair of hidden chests first.

FIND THE TWO HIDDEN CHESTS ON THE BRIDGE PLATFORM

Step from the lift onto the upper ramp, turn right, and find the spot where you can climb down the wall. Once you've returned to the lower level, go underneath the raised lift platform to find a route to a Legendary Chest sitting on a ledge. Then retrace your climbing route back to the upper ramp.

When you're standing on the upper ramp again, recall Leviathan to unfreeze the lift and let it drop. A small platform previously blocked by ice is now accessible. Punch open the chest sitting on that platform.

Objective: Escape Helheim

DEFEND THE DECK FIRES!

After a few seconds of peace, Hel-Reavers start popping up all around the deck to toss ice magic at the two deck fires, trying to extinguish the flames! If they manage to put out both fires, the ship capsizes and tumbles from the sky. The first waves are weak and easy to exenterate, especially with Atreus working assiduously on the periphery with Skill-upgraded Shock Arrows. Rush back and forth to meet each threat, eliminating each small squad before the next arrives, if you can.

CAST OFF THE ENEMY ANCHORS!

Soon, however, a pair of massive grappling anchors on chains get harpooned aboard. One tears a gouge in the deck and slides off the side. But the other one latches on to the gunwale railing and halts the ship's rise. To make matters worse, a Hel-Viken and a big swarm of Hel-Shadow minions pop up too.

Slice through the Hel-Walker foes, then hustle to grab the grappling anchor, and start tapping Circle to unlatch it from the railing and push it away. Here you get a brief respite as Mimir reports that the temple is not that far away.

GET BACK ABOARD THE SHIP

Step back onto the upper ramp and go hop down onto the ship's deck. Kratos calls Atreus over to help him lift the ramp (tap Circle repeatedly) and push off so the boat can continue rising into the Skies of Helheim.

But soon more Hel-Walkers arrive, including some Hel-Shadow Archers who perch up high atop the hull-rib columns, forcing you to knock them off with axe throws.

A good tactic is to simply run back and forth from fire to fire, swinging your Blades of Chaos not only to cut down the Hel-Reavers freezing the fires, but to reignite the flames as well.

Listen to Atreus—he shouts a warning if either of the fires (starboard or port) gets completely extinguished. If you hear this call, immediately disengage from combat and rush to that brush pile to relight the fire using your Blades.

DEFEAT THE HEL-REVENANTS!

If you can keep the fires burning, another harpoon launch soon flings more grappling anchors aboard. Again, one gouges the deck and slides off while two others latch on to the gunwale railings. Go push the anchors off as soon as you can, because the next attack wave features another pair of Hel-Revenants, this time with an aerial escort of assorted Nightmares! Take them out with Atreus' help.

After the Hel-Revenants fall, you get a well-deserved breather as the ship sails ever closer to Týr's Temple. But soon enough, Hel-Vikens drop in to take a crack at halting your progress, followed by some big Hel-Reaver squads who target the fires again. As you fight, Atreus calls out that your destination is just ahead. If you can manage to keep the fires burning while taking out this wave of intruders, you trigger a big encounter.

DEFEAT THE OGRE AND MINIONS!

More harpoons snag the boat's bow with a pair of grappling anchors, and a hefty Ogre hops onto the bow too, ready to rumble. He's joined by a large mixed squad of Hel-Reavers and Hel-Brood. Focus on the Ogre first, because if you can stun and mount him using your stun grab, you can steer the big brute through the other units and decimate them. Finish him off and slice through the remaining troops.

DETACH THE BOW

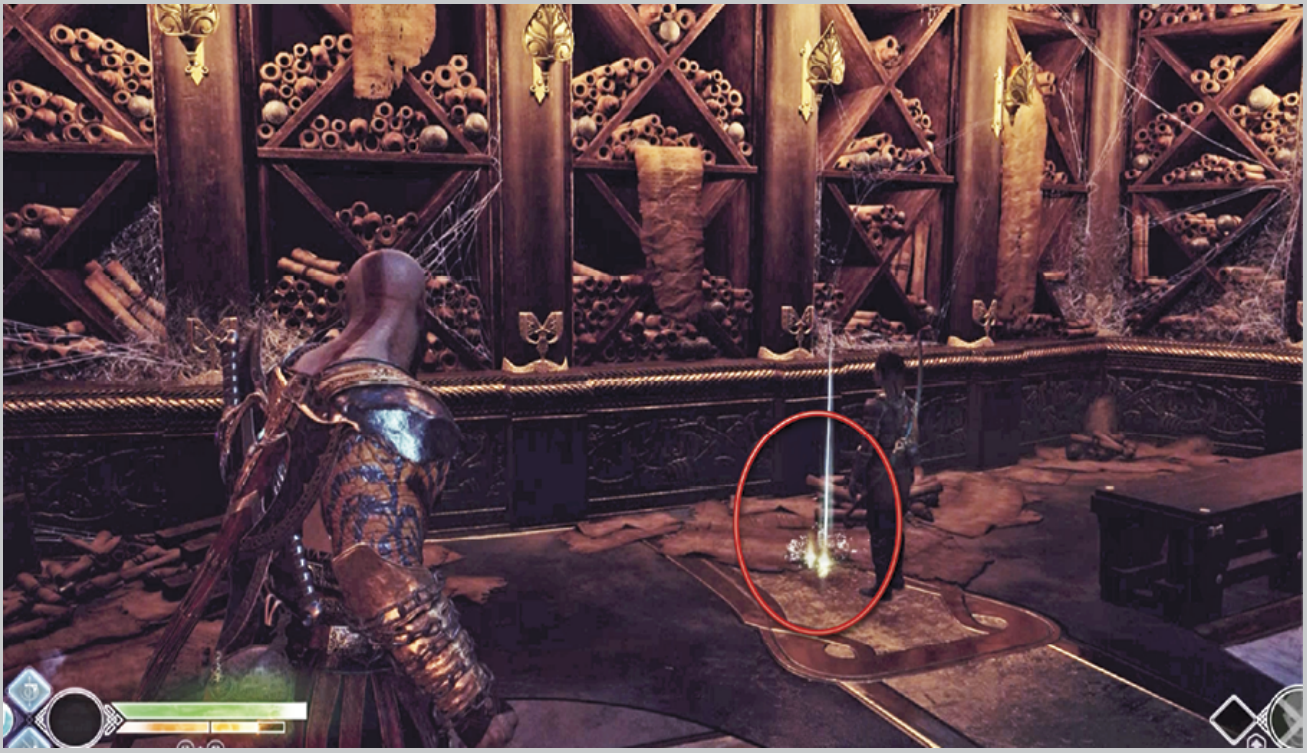
After the fight, pick up all the spoils and then approach the ship's bow **(29)**. Grab the marked spot and repeatedly tap Circle to tear off the harpooned bow and cast it down into Hel's depths. This triggers a scene, and then father and son finally abandon ship, smashing through a roof below into a Hidden Chamber inside Týr's Temple.

EXPLORE THE SECRET CHAMBER OF ODIN

When the dust settles, you're facing a locked chisel door. But first, turn around and go through the regular doors to enter an ornate library where you can find a Scroll on the floor (underneath an entire wall full of more scrolls) and a coffin at the far end that may hold an Epic Enchantment.

THE MISSING TOWER

This scroll, written by "The Raven Keeper," sits on the floor in the Secret Chamber of Odin's library room. Find it after you leap off of the Helheim ship and fall through the roof of Týr's Temple.



Exit the first library room and use the Chisel to open the locked door across the foyer. Enter another library room full of scrolls; Mimir recognizes it as Odin's study. Go through the next door to trigger a scene: the team finds the panel that was missing from the Týr Jötnar Shrine you found earlier. Atreus wonders why Odin chose to steal it, so Mimir asks to see it, and has a stunning revelation.

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The Journey

Chapter 14: A Path to Jötunheim

The Giants' Jötnar Shrine indicates that Týr left plans for a special key to a secret chamber that might offer an alternate route to Jötunheim. Mimir suggests that a Dwarf might be a good source of information on these sorts of special keys.

JOURNEY OBJECTIVES

- Realm-travel back to Midgard
- Show Týr's key plans to Brok
- Locate Týr's mysterious door
- Explore Týr's secret chamber
- Break the chains
- Go back up and flip the temple
- Return to the Realm Travel Room
- Collect Týr's mysterious object

NEW ENEMIES

- None

Týr's Temple

1. Realm travel table

2. Brok's shop

3. Staircase

4. Door to Hidden Chamber

Shop

Mystic Gateway

OBJECTIVE: Realm-Travel Back to Midgard

As the new chapter opens, go straight ahead through the next set of doors in the Hidden Chamber of Odin. In the next room, find the elevator in the back-left corner and use it to ride down. You end up in the Realm Travel Room. Access the travel table **(1)** and select "Return to Midgard."

OBJECTIVE: Show Týr's Key Plans to Brok

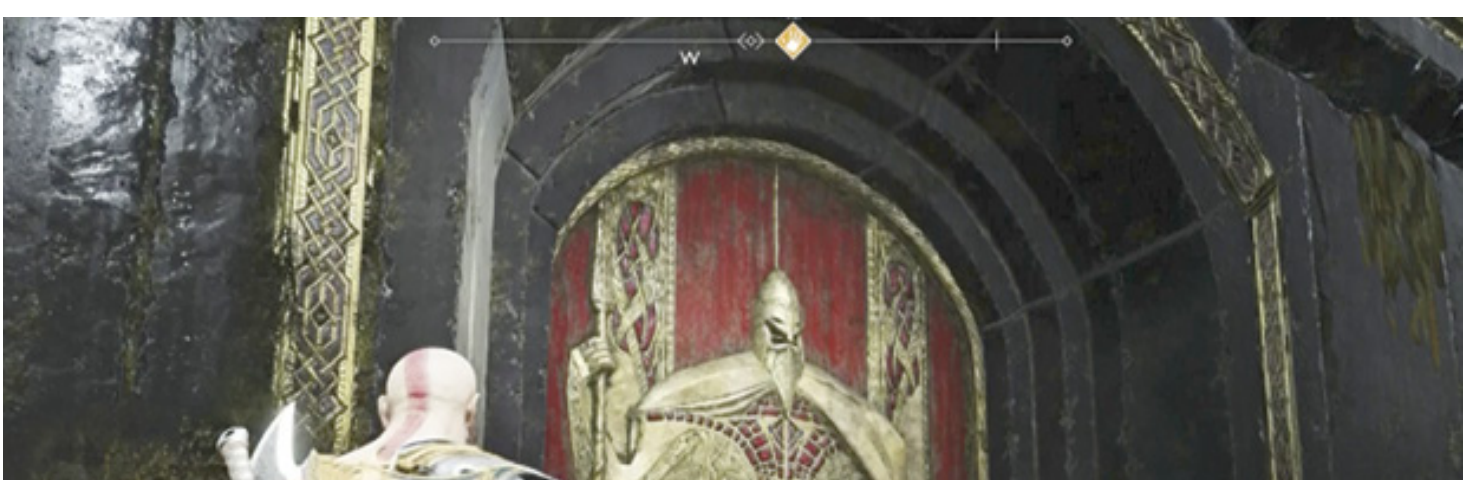
When the realm travel is complete, exit the chamber via the pink door opposite the tree roots and talk to Brok at his shop **(2)**. This triggers a scene: to Atreus' delight, the Huldra Brothers finally reunite and put their heads together to craft the perfect chamber key.

UPGRADE YOUR BLADES!

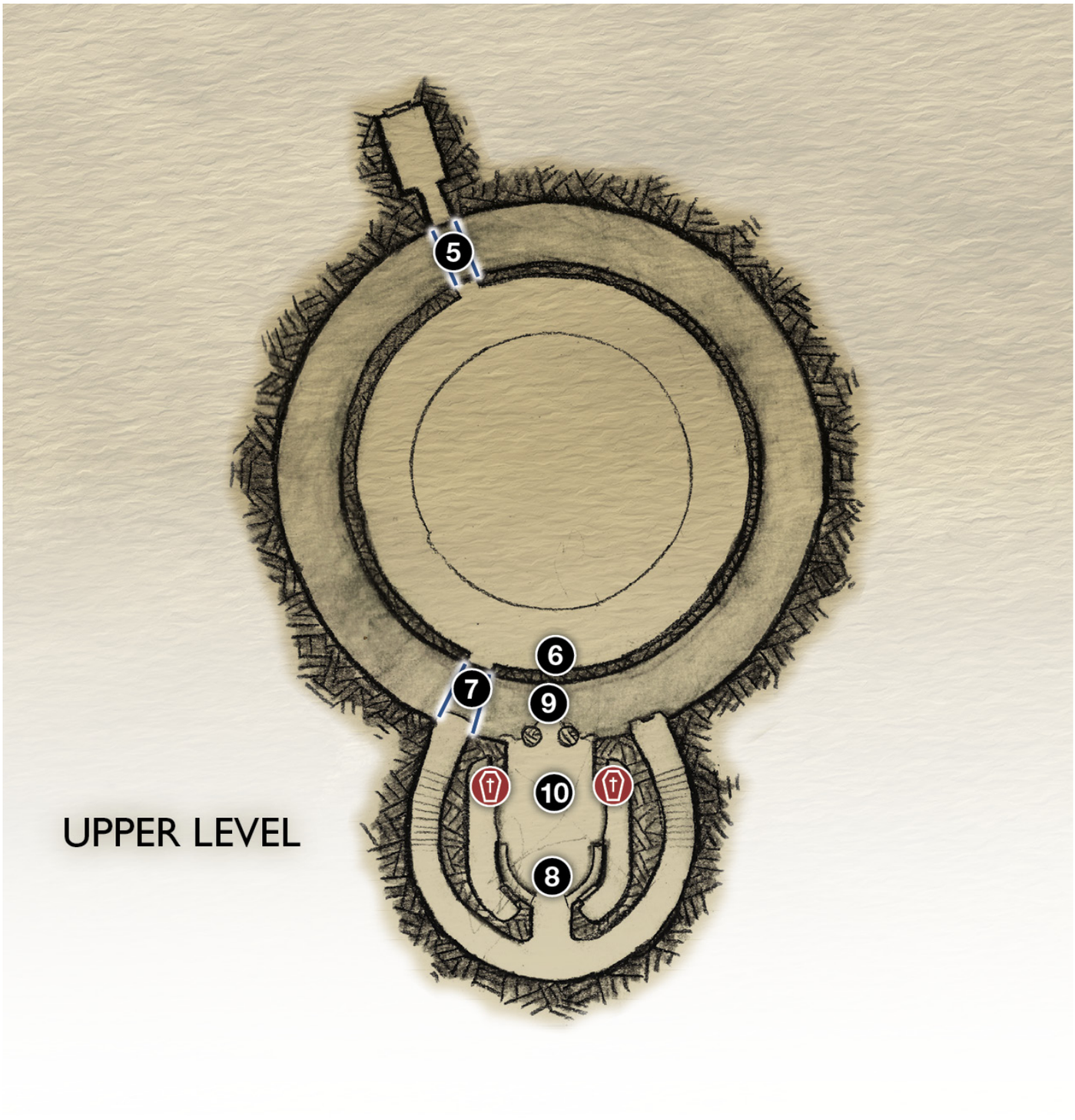
Don't forget that you picked up a Chaos Flame when you vanquished the Hel-Traveler in Helheim earlier. Use it at Brok's Shop for a round of Blades Upgrade.

OBJECTIVE: Locate Týr's Mysterious Door

Before you move on, make sure to access the shop and use the Chaos Flame you picked up in Helheim to get the Blades Upgrade IV. Then exit onto Týr's Bridge and take the left staircase **(3)** all the way downstairs to the boat dock. Turn left and go past the vault door. Follow the temple's curve around to the next door **(4)** and insert the key. The switch pops out, and Kratos automatically opens the door.



Týr's Secret Chamber



5. Light bridge

6. Jötunheim door (upside down)

7. Light bridge

8. Hall of Týr

9. Flip travel room here

10. Sand bowl / Lift switch

Coffin

OBJECTIVE: Explore Týr's Secret Chamber

Climb the staircase that leads to a drop-off. Toggle Atreus' quiver to Light Arrows and shoot one into the crystal across the gap to generate a light bridge **(5)**. Cross the bridge to find yourself in a huge chamber underneath the Realm Travel Room—you can see the World Tree's roots up above. But something about this room is exceedingly strange—as Atreus points out, the floor is on the ceiling!

And as Mimir notes, the realm doors on the walls above you seem to mirror the ones in the chamber above, but flipped upside down! This whole room seems to be a mirror version of the Realm Travel Room—a secret travel chamber, if you will.

Turn right and follow Atreus down the walkway until he stops **(6)** and points up. Press Square to trigger an exchange: Kratos spots a Runestone floating in a magical field near the ceiling, right in front of the upside-down Jötunheim door. Could it be the Jötunheim travel rune? As you observe it, the door suddenly slides open, revealing a sunlit, plant-filled area on the other side. That's your next destination.

FIND THE HALL OF TÝR

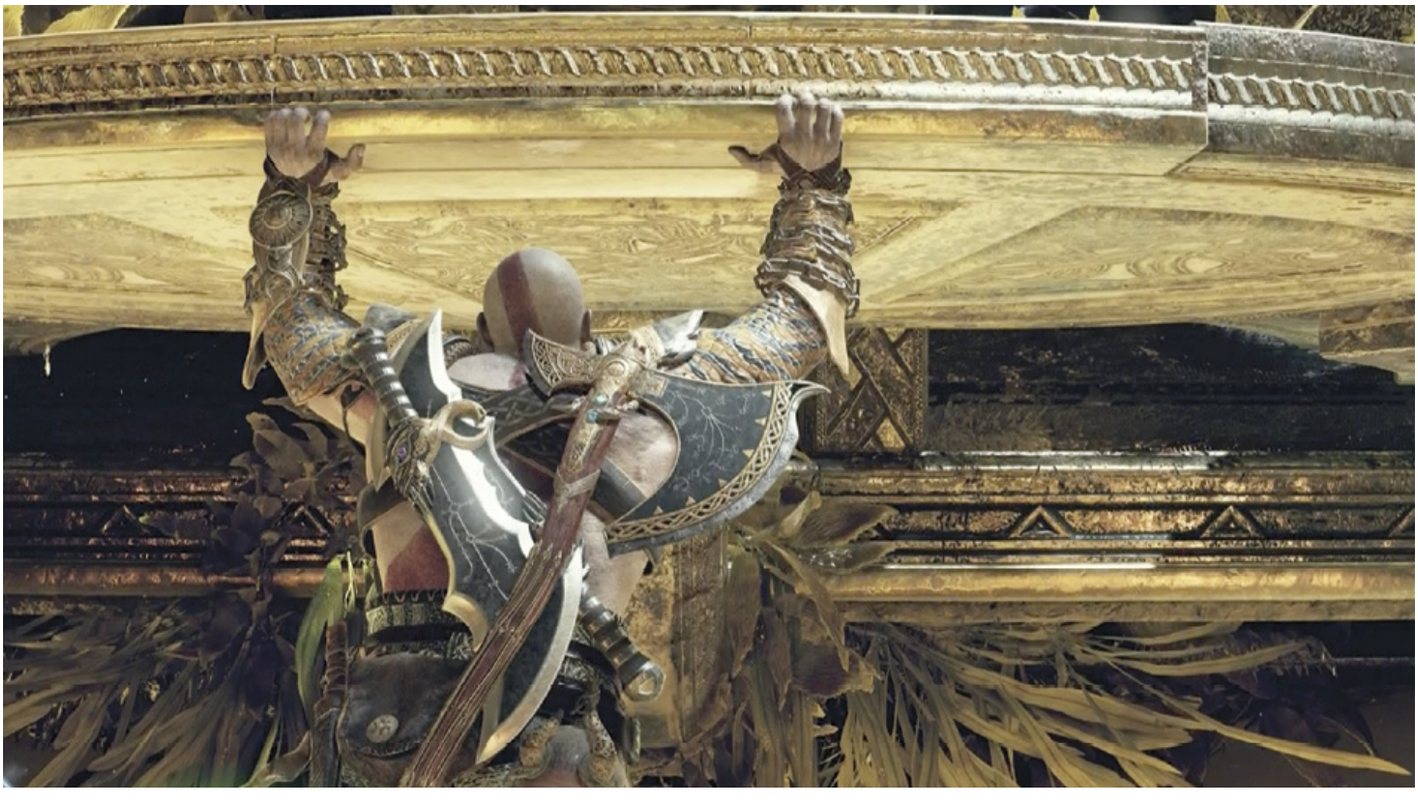
Turn right and follow Atreus through the nearby doorway that slides open. Step out onto another light bridge **(7)** and look left to see your destination—a sunlit area below, with a pair of massive statues holding up equally massive chains.

Continue into a curving corridor that leads past a series of Giant-generated tapestries that suggest a deep respect and gratitude for Týr. Continue to a doorway on the left and enter the sunlit area **(8)** with the massive statues and a sand bowl in the center. This is the Hall of Týr.

TRY TO FLIP THE ROOM

Cross the hall to the far wall **(9)**, where you can see the floating Runestone through the opening above—you're now on the other side of the upside-down Jötunheim doorway. Press Square to note the Jötunheim rune etched large on the wall.

Press Circle once to grab the platform, and then start tapping Circle to lift. As Kratos hoists up the platform, the entire Realm Travel Room starts to flip over! Mimir points out that the great room appears to be built on some kind of axle. Clever Týr has built a secret backup chamber, hidden directly underneath the main one.

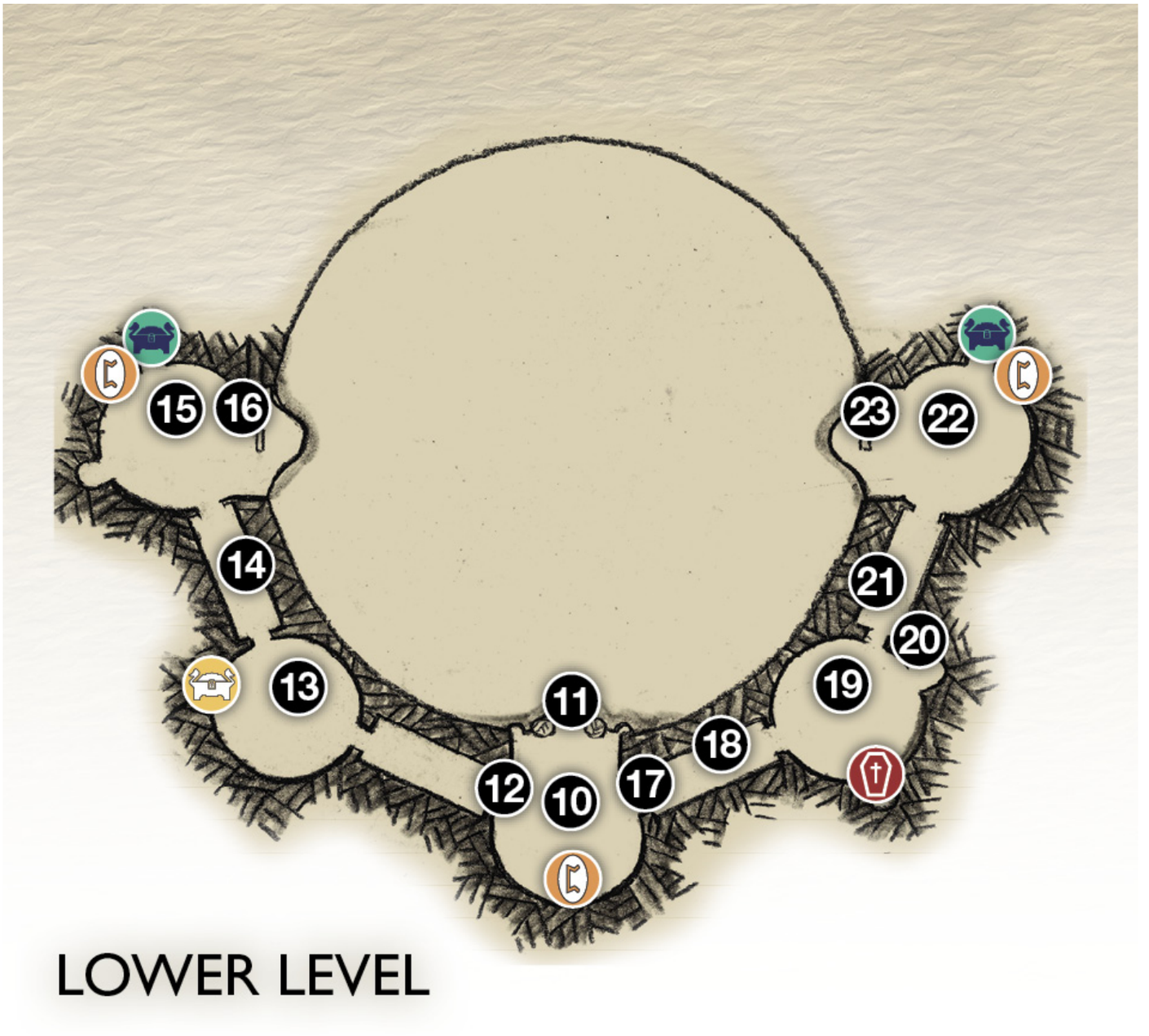


But the temple won't flip all the way over because two massive chains restrain it. Kratos figures that if he can break those chains, he can flip the travel chamber and gain access to that Runestone floating in the magical field. After Kratos drops the temple platform, the two great statues suddenly animate briefly and turn to face the sand bowl in the center of the hall.

OBJECTIVE: Break the Chains

Approach one of the big statues and press Square to have Atreus read the runes on them that translate to "Void." Then step to the sand bowl **(10)** and direct Atreus to write that in the sand. The bowl drops and is replaced by a switch. Turn the switch to activate a lift that lowers Kratos and Atreus down into a chamber overlooking a big underground cavern.

Týr's Secret Chamber



10. Lift switch

11. Overlook of statue army

12. Door to first blade-wheel corridor

13. Mid-chamber

14. Second blade-wheel corridor

15. End chamber

16. Break chain

17. Door to first spiked-block corridor

18. Second block

19. Mid-chamber

20. Yggdrasil root (Shatter Crystal)

21. First block (toss crystal here)

22. End chamber

23. Break chain

cipher chest

Coffin

Legendary Chest

Lore

GET PAST THE FIRST BLADE-WHEEL PASSAGE

From the lift switch **(10)**, find the Jötnar Shrine on the back wall—it depicts Bergelmir, the Giant King. Then step to the edge of the overlook **(11)** to see an army of statues across a chasm. If you look off to the sides, you can spot two places where the great chains meet. You must work your way to each of them to break the chains.

LORE: BERGELMIR

This Jötnar Shrine can be found after you use the sand bowl in the Hall of Týr to bring up the lift switch, then use the switch to ride down to the hall's lower level. When the lift arrives, the Jötnar Shrine is on the back wall.

From the overlook, turn around and open the gate on the right wall to reveal another fun corridor of death **(12)**, full of spinning blade-wheels—seven of them, to be exact, each wheel slightly overlapping the one in front of it, and all rotating in the same circling motion around the passage. Your goal is to get all seven blade-wheels in perfect alignment so that you can run through when the wheels circle up high to the opposite side.

Here's how to do it:

First, toss Leviathan at the glowing gear in the center of the front blade-wheel to freeze it in place. Recall the axe when the center gear on the second blade-wheel is clearly visible behind the first wheel.

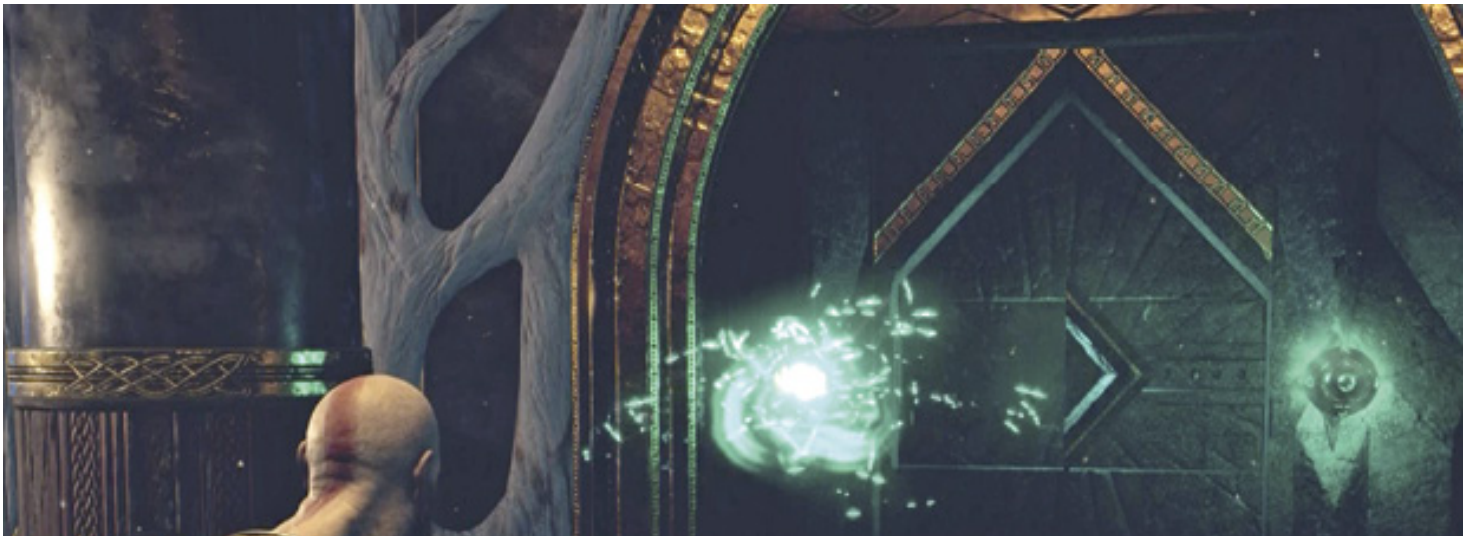
Now throw at the second blade-wheel's gear to freeze that wheel in place. Wait until the first blade-wheel circles around, then recall the axe the moment the first and second blade-wheels are perfectly aligned.

The third blade-wheel's gear should be visible. Toss Leviathan at that gear, wait until wheels one and two (which are aligned) circle around, and recall the axe when the third wheel is perfectly aligned with the first two.

You get the idea now. Repeat this process with each of the remaining blade-wheels, freezing each gear, then recalling the axe when that wheel is perfectly aligned with the ones in front of it. When all seven blade-wheels are aligned, stand on the left or right side of the passage and time your run past all of the aligned blade-wheels when you get the open route.

GET PAST THE SECOND BLADE-WHEEL PASSAGE

You reach a round chamber **(13)** that has a vault door with two wind traps, one empty and one sparkling green with the Winds of Hel. Look down the next corridor of death **(14)** to see more spinning blade-wheels, this time with a wind trap in the center of each wheel. Our solution path will get you safely down this next passage, but first, let's open that vault door to snag a treasure.



Use your blades to transfer the Winds of Hel from the vault door to the wind trap on the right wall of the next corridor. This starts rotating the strut on the first blade-wheel.

Wait until the strut is horizontal, then quickly pull the winds from the side wind trap, which locks the first wheel strut in the horizontal position (as shown in our shot). Release the winds directly into the trap in the center of that blade-wheel. This starts sliding that wheel back and forth on the horizontal strut, moving left to right.

Aim so that you target the center trap of that first blade-wheel precisely when the wheel is closest to the wall. When it gets to that position, pull out the winds—this locks the blade-wheel close to the wall, so you can move easily past it. Turn and hustle back into the chamber to transfer the winds into one of the traps on the vault door.

The next blade-wheel down the passage slides up and down with active Winds of Hel in its center wind trap. Wait until this wheel rises closest to the ceiling, then yank out its winds; this locks the wheel up high so you can pass under it later.

Immediately turn and sprint with the captured winds back into the chamber and toss the green energy into the vault door's other (inactive) trap. This opens the door to reveal a Legendary Chest! Open it for your reward.

Now grab the winds from either one of the vault door traps, hustle into the corridor past the first inactive blade-wheel, and then transfer the winds into the inactive trap on the unmoving wheel. The two active wheels move left and right on their struts.

You can pull out the winds from either wheel, then toss them right back into the same trap, timing the release so that both blade-wheels are pulling away from the center at the same time. This gives you a second to sprint through the opening when it appears. Whew! You made it.

BREAK THE FIRST CHAIN

In the next chamber **(15)**, loot the Cipher Chest in the open alcove to pick up another piece of the Niflheim Language Cipher. Direct Atreus to read the glowing runes on the nearby wall. Then approach the huge chains **(16)** and press Circle to tear apart the chain anchor. Get ready for a Hel-acious fight.

LORE: GOOD GODS?

This Rune Read is scrawled on the wall in the chamber reached by working past the two corridors full of spinning blade-wheels.

SURVIVE THE RIFT AMBUSHES

Breaking the chain activates a rotating podium that rises from the center of the floor and intermittently spews two jets of flame in opposite directions. Two rifts also pop open and disgorge a Draugr squad. Fight carefully, avoiding the flame-jets as you hack apart the Draugr with Leviathan and stomp their heads with stun grabs. Soon a boulder-tossing Fierce Ogre joins the scrum as well. Focus on stunning the big goon, then steering him into the Draugr crowd.

When the chamber is finally cleared, the flame-jets shut off. Grab all the pickups and head back down the blade-wheel corridor **(14)** to find more rifts opening in the previous chamber **(13)**, with Heavy and Dual-Wield Draugr pouring out. Another rotating podium rises in this room, this time spewing flames intermittently in three directions. This is a tough battle, with the flame-jets inflicting damage if you get too caught up in attack strings against foes. Be ready to unleash Spartan Rage if your health situation gets desperate.

When the last Draugr falls, the flame-jets stop. Pick up and move down the next blade-wheel corridor back to the central chamber **(10)** with the lift switch.

GET PAST THE FIRST SPIKED-BLOCK PASSAGE

Open the door on the opposite side **(17)** to find another death-trap corridor beyond. This time it's a row of three spiked, crushing blocks slamming up and down. Toss your axe at the gearwheel on the first block to freeze it in the up position.

Wait until the moment the second block hits the floor, then recall your axe; now the first two blocks are rising/falling in opposite directions. Step back and toss Leviathan at the gearwheel on the second block, which appears when it rises behind the falling first block (see our shot). This freezes the second block in the up position.

Time your run past the first block as it rises, then stop safely under the frozen second block **(18)**. Wait and time your run past the third block just as it rises. Recall your axe as you enter the next chamber **(19)**. Loot the coffin in one alcove, then grab a chunk of Shatter Crystal from the Yggdrasil root in the room's other blue-lit alcove **(20)**.

GET PAST THE SECOND SPIKED-BLOCK PASSAGE

Step into the next corridor to see three more spiked blocks slamming up and down. Toss the Shatter Crystal at the red sap on the floor under the first block **(21)** and detonate it with a Shock Arrow. This blasts away the floor, and now the first block slides below the floor each time it falls.

Step atop the first block when it lowers. As you rise, watch the other two blocks ahead. Note a two-second pause with a clear path through the other blocks (see our shot) just as the block you're riding reaches the top of its rise. If you time your jump and sprint correctly, you should make it through easily.

BREAK THE SECOND CHAIN

In the next chamber **(22)**, open the Cipher Chest in the alcove to acquire yet another Niflheim Language Cipher piece. Send Atreus to read the glowing blue runes next to the alcove. Then go break the chains **(23)** to trigger yet another wild assault with a flame-spewing podium rotating in the center of the room again.

LORE: LEAVE THEM IN PEACE

This Rune Read is on the wall in the chamber reached by working past two corridors of crushing spiked blocks.

This time you face two mega-powerful knights, a Hel-Traveler and a Traveler Champion. Maneuver them into the flames as you work along the walls of the room to keep a better eye on the flame-jets. Whittle away the vaunted Traveler armor, dodging their big windup sword strikes.

OBJECTIVE: Go Back Up and Flip the Temple

Stand near the corridor entrance and fling Leviathan at the Hel-Shadow Archers tossing ice spears at you from the previous chamber **(19)**. After you pick them off, sprint past the moving blocks to face one last challenge. Hel-Walkers, including a pair of powerful Hel-Viken, leap from a rift as a center podium shoots flames in four directions this time. Switch to Blades of Chaos to slice through your freezing tormentors.

Clear out the room and hustle down the first corridor of moving blocks to the central chamber with the lift switch **(10)**. Ride back up and move between the two massive statues to approach the wall with the big Jötunheim rune. Lift the temple and tap Circle to flip the structure.

OBJECTIVE: Return to the Realm Travel Room

After Kratos flips the temple, turn around to see that the hall's chandelier has dropped, revealing a light crystal. Fire one of Atreus' Light Arrows into the crystal to reveal blue symbols on the floor. Toss Leviathan to spin the chandelier twice; this aligns the floor symbols to form the realm runes. The floor starts to spin, and a pair of golden tree grates open in the back of the room to reveal a pair of coffins to loot. Climb the yellow-marked wall next to the Jötunheim rune. At the top, open the door and enter the Realm Travel Room.

OBJECTIVE: Collect Týr's Mysterious Object

Move toward the glowing mist on the opposite side of the travel room. Approach it and press Circle to seize the floating object from it. Mimir calls it the Unity Stone, a magical item that provides a way to use the Realm Between Realms to travel.

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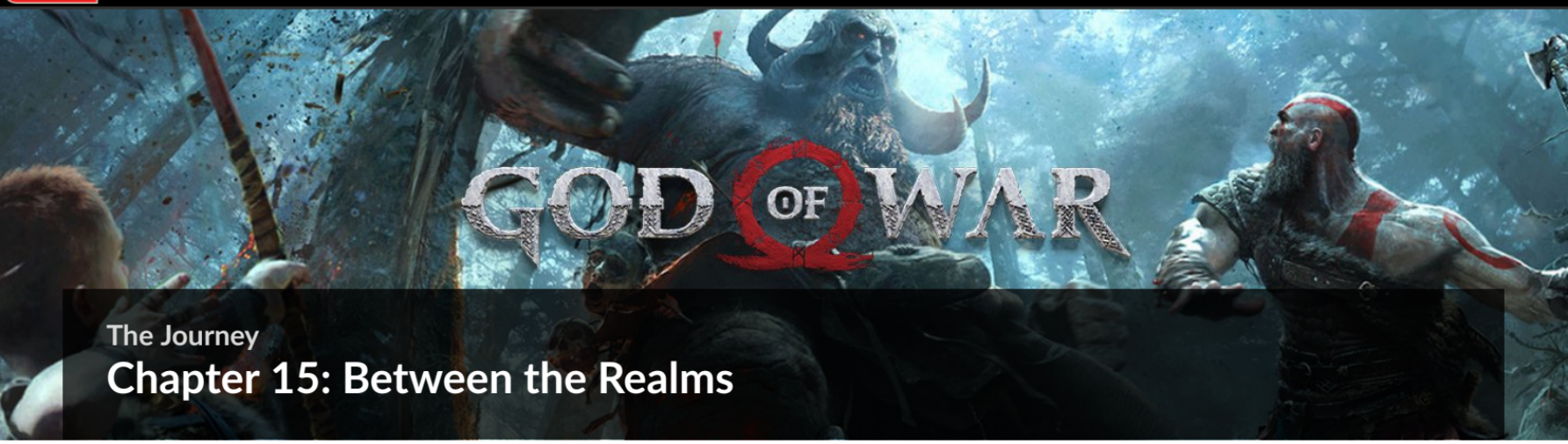


The Journey

Chapter 15: Between the Realms

Based on Mimir's report, Kratos is convinced that the Unity Stone is the secret behind Týr's ability to travel easily from realm to realm. When he decides he must put it to the test in the Realm Between Realms, Mimir is not so thrilled. But Atreus is ready to take the leap with his father.

JOURNEY OBJECTIVES

- Explore the Realm Between Realms
- Take the Unity Stone to the precipice
- Investigate the Jötunheim Tower
- Use the Unity Stone
- Survive the gauntlet of realms

NEW ENEMIES

- Dark Elf Lord
- Miniboss: Dauði Munr

OBJECTIVE: Explore the Realm Between Realms

Before you walk away from Brok's Shop, be sure you upgrade everything you can for both Kratos and Atreus. You face a ferocious test of combat skill in this chapter, so you want the best equipment that Hacksilver and resources can buy. Do the same in your Skills Menu.

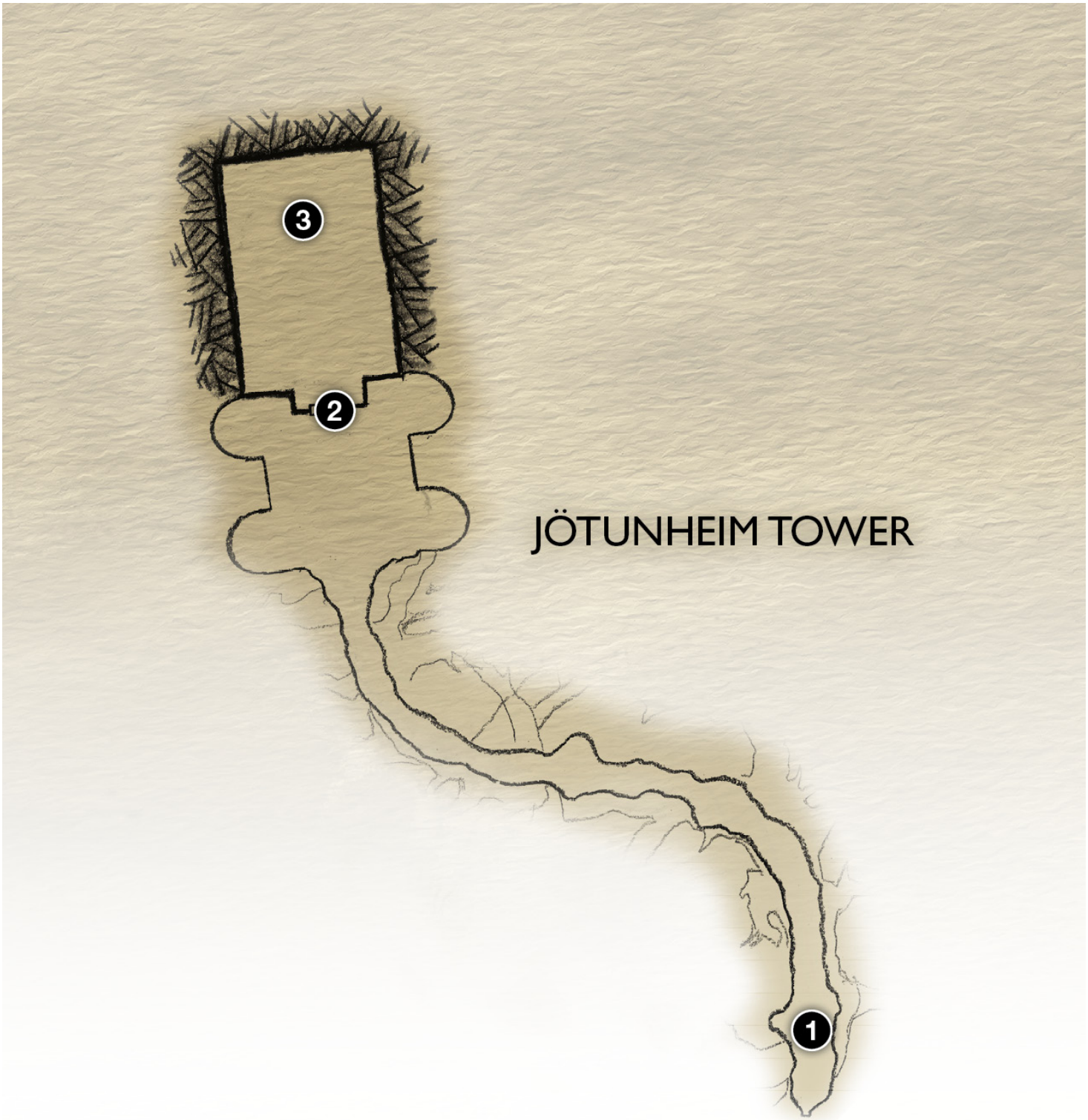
You want a good Skill mix for axe and Blades, but don't neglect Atreus' bow. Buy the highest level of Skills possible for it, boosting the Shock and Weaken Potency of his arrows. By this point, the boy has become a valuable combat partner. If you upgrade Atreus' Skills and use him relentlessly in battle, the fighting becomes considerably more manageable.

Walk across the chamber to use the Mystic Gateway to travel into the Realm between Realms.

OBJECTIVE: Take the Unity Stone to the Precipice

Follow Atreus off the main path onto the side spur that leads to a precipice. Walk to the precipice and press Circle to trigger a scene: the team takes the leap of faith and ends up between the realms with the long-lost Jötunheim Tower just ahead.

Realm Between Realms



1. Arrival

2. Jötunheim Tower entrance

3. Unity Stone pedestal

OBJECTIVE: Investigate the Jötunheim Tower

From your landing point **(1)**, follow the path to the tower's entry platform **(2)**. Simply open the doors and step inside. You enter a large open hall with a number of side doors and only a low pedestal **(3)** at the far end. As Mimir says: "Well, this is sparse."

OBJECTIVE: Use the Unity Stone

Approach the pedestal and place the Unity Stone in the slot on top. The pedestal drops into the floor, and the tower absorbs the stone's energy. For a moment, things are looking up. And then the hall doors slide open.

OBJECTIVE: Survive the Gauntlet of Realms

You face wave after wave of foes. Each wave comes from a different realm. After each wave you get a brief respite, giving you time to catch your breath and collect all the pickup items dropped by fallen enemies.

WAVE 1: BROOD

First comes a hissing Brood swarm. Use Leviathan to cut them into twitching gobbets of Midgardian meat, and keep Atreus' Light Arrows flying. Normally you want to stay mobile, but with Brood it can be useful to back into a wall or a corner to keep them from jumping you from behind.

Unleash any Runic Attacks with knockback to send them all flying. When the last Brood falls, quickly grab the pickups, especially Ragestones to get your Spartan Rage available.

WAVE 2: DARK ELF LORD

The Alfheim rune glows above the doors as a brand-new foe enters the arena. This Dark Elf Lord fights much like its brethren but with far greater power and maddening agility. At first, just one regal, horned Lord challenges Kratos, but soon another joins him. As with other heavy types, his melee strikes are well-telegraphed, making them easy to evade.

SAVE YOUR RAGE

Dark Elf Lords are major foes, but they're also tough to chase down and land a punch on. Save your Spartan Rage for Wave 4, unless you find yourself on the ropes.

DARK ELF LORD

The Dark Elf Lord uses a concussive rush attack that can break Kratos' guard and applies a blinded status effect. The three projectiles fired from the Lord's staff will surround Kratos and detonate on a short delay, blinding on contact. Roll away when the shots flash to avoid the blast radius.

Stay alert! Most of the Dark Elf Lord's attacks can blind or daze you. If you don't keep circling and dodging, you'll spend much of the fight in darkness, fending off sudden rushes from Lords lurking in the murk surrounding you. Late in the wave, a Gloom Nightmare joins in, spitting its blinding projectiles. Turn Atreus loose on the flier before it can muddy the situation.

WAVE 3: HEL-VIKEN

This time the Helheim rune appears above the doors as they slide open. Switch to your Blades of Chaos and toggle Atreus' quiver to Shock Arrows. The next wave features a squad of Hel-creatures you've faced before: some Hel-Reavers and Hel-Reaver Guards, followed by three Hel-Viken—two Level 4 types and one Level 5.

You should be familiar with all of these foes by now. Don't let the Hel-Viken pin you in a corner; they're slow, so keep on the move. Slice them up and grab the pickups fast when the last one falls.

WAVE 4: FIRE TROLL AND OGRE

Switch back to Leviathan and Light Arrows as the bright red rune of Muspelheim, the fire realm, introduces a final blistering wave of attackers. As you might expect, these foes feature fire-imbued attacks. First, a Fire Troll named Dauði Munr lumbers into the tower and slams down his red pillar. He's joined by an Ogre and a handful of Draugr.

This is a brutal fight but you've beaten Trolls and Ogres before, so refer to those experiences. Keep your distance, flinging Leviathan until one of the big fellows turns his back or falls stunned, and then rush in for close-range attacks. If you can stun-grab the Ogre, you can ride him directly into Dauði Munr to inflict heavy damage!

This is also an excellent place to unleash your Spartan Rage—it's particularly effective against big, slow monsters, letting you land a lot of punches. Use your rage to seriously degrade the health of one or both foes, Ogre and Troll. Keep Atreus fully active too! His arrows should do more than distract now; they should pack a good punch.

EXIT THE TOWER

When the last foe drops, all doors slam shut and the Jötunheim rune glows brightly above the tall exit door. Open it to discover that the Jötunheim Tower has returned to Midgard…and is attached to Týr's Bridge!

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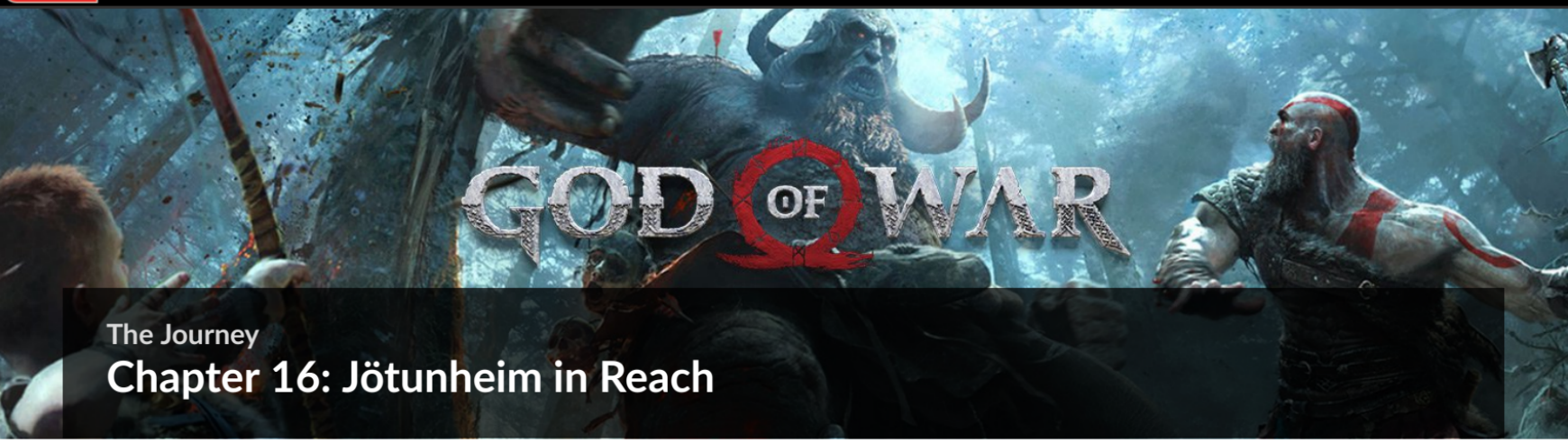


The Journey

Chapter 16: Jötunheim in Reach

With the Jötunheim Tower back in place, it should be easy to travel to Jötunheim now—just use the Realm Travel Room, right? But of course, nothing comes easy in this Journey. In this chapter, the traveling trio find themselves rowing up a "river" that nobody would have thought navigable, in search of an odd object: Mimir's other eye.

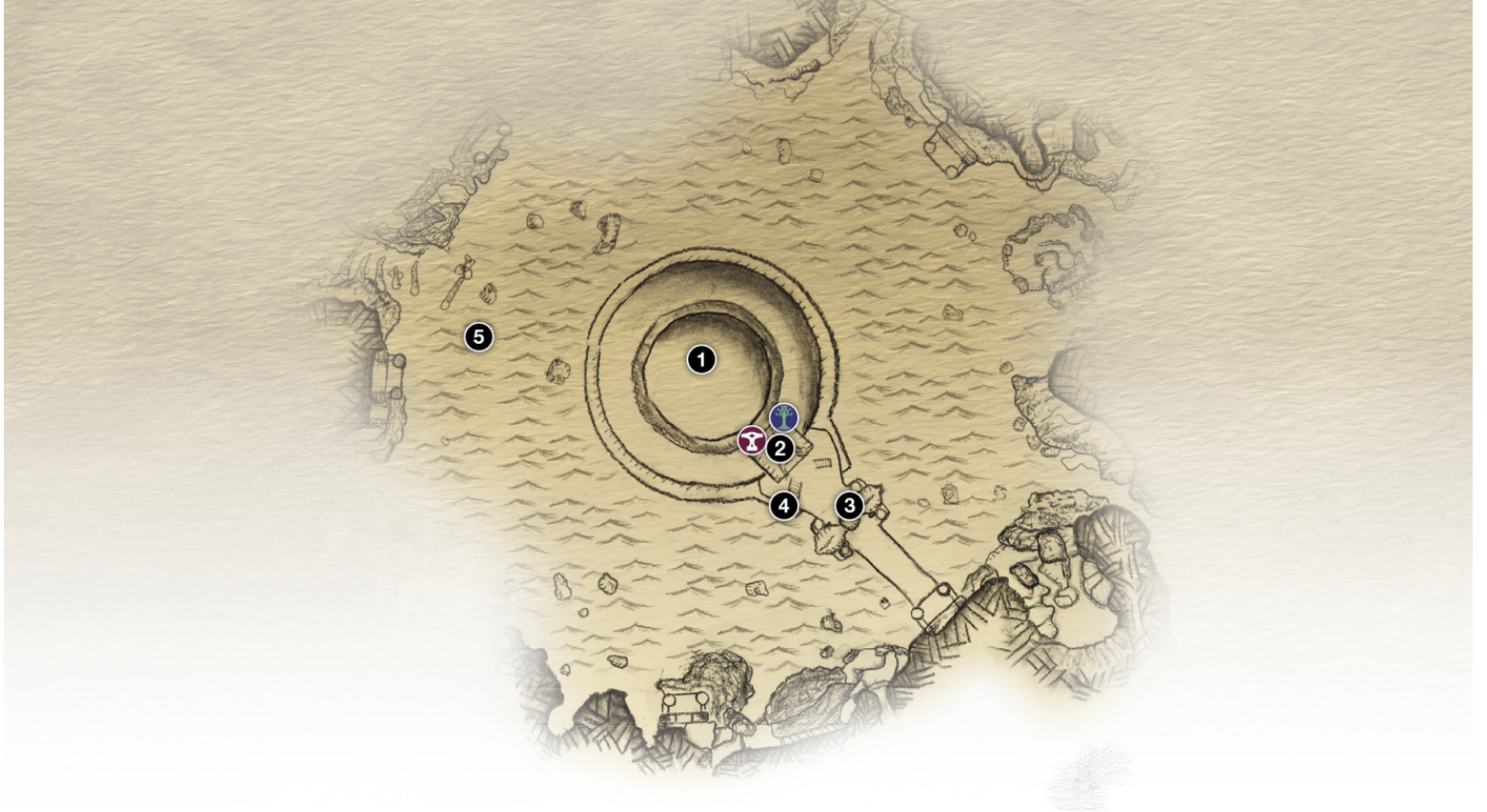
JOURNEY OBJECTIVES

- Return to the Realm Travel Room
- Realm-travel to Jötunheim
- Talk to Brok and Sindri
- Return to the Serpent's Horn in Midgard
- Boat into the serpent's mouth
- Find Mimir's eye
- Return to the Realm Travel Room
- Defeat Baldur

NEW ENEMIES

- Boss: Baldur

Lake of Nine



1. Realm Travel Room

2. Brok's shop

3. Switch / Serpent's Horn

4. Boat dock

5. Serpent's mouth

Mystic Gateway

Shop

The Belly of the Beast

6. Beach (chest)

7. Pier

8. Climb Here

9. Jump onto rotated crane platform

10. Crane platform rotates back to here

11. Arch (Legendary Chest)

12. Crane Tower (Legendary Chest)

Chest

Cipher Chest

Legendary Chest

OBJECTIVE: Return to the Realm Travel Room

Cross the bridge, enter the temple, and proceed into the Realm Travel Room **(1)**.

OBJECTIVE: Realm-Travel to Jötunheim

Access the travel table. The device should already be set to Jötunheim, so press X to select “Travel to Realm.” Unfortunately, it doesn’t work—there’s no travel crystal! Mimir realizes that Týr used his own special eyes to refract the energy that triggers inter-realm travel—“his final failsafe.”

When Atreus points out that Mimir has the same magic eyes, Mimir corrects him: he’s only got ONE eye, because Odin plucked out the other to prevent him from using his eyes to realm-travel. But then Mimir recalls seeing the Huldra Brothers lurking about whenever Odin paid his visits to the Mountain’s Summit. Perhaps Brok or Sindri has an idea where the Allfather hid Mimir’s eye?

OBJECTIVE: Talk to Brok and Sindri

Exit the Realm Travel Room, then approach Brok’s Shop **(2)** and talk to the brothers. You learn that Odin had the big lake statue of Thor built with a hidden compartment. Mimir’s eye was likely stashed inside. Of course, now most of that statue is deep in the World Serpent’s gullet.

Time to go chat with the snake again. Before you do, take Mimir's sage advice and spend everything you've got at Brok's Shop to upgrade your gear and Skills. You have a big confrontation upcoming, so you want to be as well-prepped as possible.

OBJECTIVE: Return to the Serpent's Horn

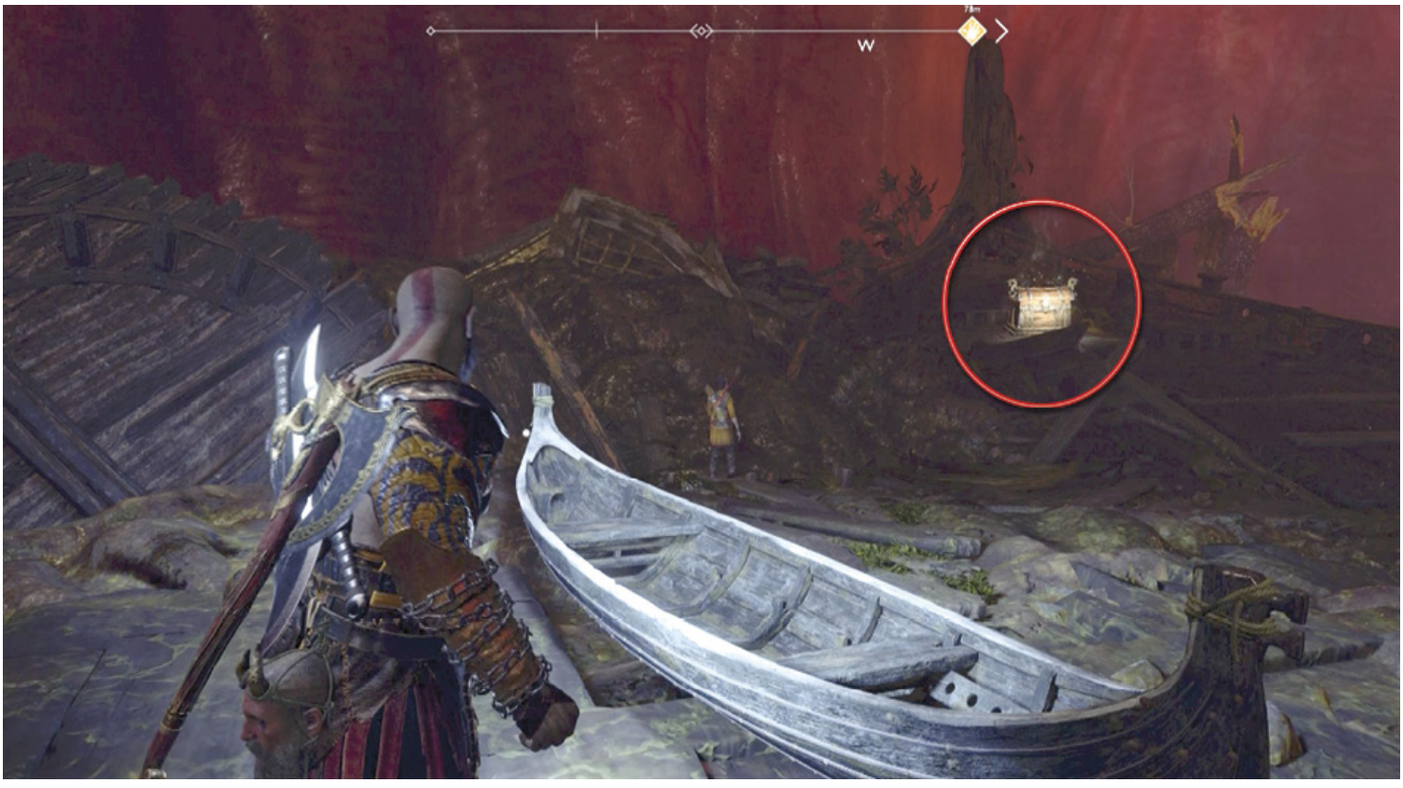
Exit the temple and go to the switch **(3)** halfway across the bridge. Turn the switch to ride the lift up. At the top, hold up Mimir's head to blow the horn again to hail the serpent. In the conversation that follows, the World Serpent confirms that the Thor statue is indeed in his gullet. And he's willing to allow the travelers to go in and check things out. As Atreus says: "Ew, really?"

OBJECTIVE: Boat Into the Serpent's Mouth

Turn the switch to lower the platform, then head downstairs on the side of the bridge where the serpent waits with his mouth open. Hop into the boat **(4)**...and yes, paddle right into the serpent's mouth **(5)**. It's dark at first, but keep pushing forward until you gain a light source. Pick up Aegir's Gold from the water.

OBJECTIVE: Find Mimir's Eye

After rowing awhile, you approach a small beach **(6)**. Dock the boat, hop out, and loot the chest sitting up on the prow of a shipwreck. That's all you'll find—head back to your boat and continue along the "waterway."



As you push ahead, the wreckage gets more interesting. Dock your boat at the pier **(7)** and go smash the wooden debris at the base of a stone tower **(8)** to reveal a yellow mark…which always indicates "climb here." But if you climb the stone tower now, you'll reach a dead end, looking across at a wooden crane structure with a glowing Cipher Chest sitting on top.

So instead, do this:

Before you climb, stand on the ground facing the crane structure **(12)**. Keep tossing Leviathan at the gouged wooden panel of the spinner mechanism to rotate a crane platform around toward the stone tower.

When the platform cannot rotate any closer to the stone tower, quickly toss Leviathan at the gearwheel just below the spinner panel to freeze it in place.

Don't recall Leviathan yet! Go climb the stone "tower" **(8)**...which leads up and over to the hammer handle from the Thor statue eaten by the serpent. Hop from the handle down to the crane platform **(9)** that you just rotated closer.

Recall Leviathan to unfreeze the gearwheel, and let the platform (with Kratos and Atreus aboard) rotate back to its original position. **(10)** When it stops moving, it leans against an arch **(11)**. Climb atop the arch and go open the Legendary Chest. Sure enough, Mimir's eye is inside. Kratos reinstalls the eye in the sage's head. Objective complete!

OBJECTIVE: Return to the Realm Travel Room

Hop across to the top of the crane structure to open the Cipher Chest you spotted earlier. This one contains another Niflheim Language Cipher piece. If you're following this walkthrough, you now have all four pieces of the Niflheim Language Cipher, which unlocks travel to that Realm of Fog from Realm Travel Room.

Hop back over to the top of the arch, step onto the yellow-marked spot on the ground, and press Circle to sling your axe over the cable and ride it back down to the boat. Hop aboard and start paddling along the serpent's interior waterway.

About halfway up the gullet **(13)**, a great disturbance suddenly sloshes the boat around violently. The travelers end up expelled onto the Northern Dock area next to the Giant stonemason's corpse. As the World Serpent collapses onto the hills above them, Freya arrives looking for her son. Soon, Baldur sloshes ashore from the icy channel water. After a few chilling moments of family dysfunction, the final fight is on!

DEFEAT BALDUR!

PHASE 1

Start by striking and firing arrows immediately as Baldur makes taunting gestures. Freya interferes by magically tangling both Baldur and Kratos in vines, ordering the gods to stop fighting.

Baldur responds by flinging a boulder at his mom. Then, as he approaches the bound Kratos, Atreus steps in the way. Baldur punches the boy hard in the chest, a punch with a curious result. The green mistletoe arrow that Kratos used to repair his son's quiver strap has penetrated Baldur's hand! Thus, it becomes clear: mistletoe is the one substance that can harm Freya's otherwise invincible son…which explains her angry reaction earlier when she tossed Atreus' mistletoe arrows into her hearth fire and called them "wicked."

Now Freya intervenes again, infusing herself into the corpse of Thamur and demanding an end to the fight. She seizes them with the Giant's hand and carries them off. As they travel, Mimir exclaims that the mistletoe did more than harm Baldur. It broke the invulnerability spell!

Freya (as Thamur) drops the travelers onto the frozen lake. Kratos and Atreus stand back-to-back, waiting for Baldur to make his move. Use the left stick to rotate the pair, keeping Kratos and his shield facing the direction of the on-screen purple pointer that indicates where Baldur is located. Soon Atreus spots their foe, and Kratos blocks his dash attack. As Baldur's health drops, he will taunt and heal himself. Continue attacking until Baldur tackles Kratos, ending this phase.

PHASE 2

The fighting begins in earnest now. Stick with your Blades of Chaos in this phase, since Baldur is infused with ice magic once he takes some damage in this phase. He has a six-segment health bar, plus a new set of movements. He makes an approach where he darts rapidly side to side until he's close enough to unleash a deadly cold kick strike.

He follows that up with more diagonal slides that end with a sudden straight dash punch. You can dodge if you want, but a solid shield block is your best bet here.

Baldur also tosses ice shards (blockable with your shield) and adds a two-handed ground slam the brings up sharp ice eruptions from the lake. Dodge sideways fast the moment you see Baldur rise up with both fists to strike downward.

All of this is complicated by Freya/Thamur's occasional interventions, including a massive hand swipe that sends a wide shockwave rolling across the ice, knocking down all three combatants.

She also taps the Giant's fingertips on the ground, raising circular vine traps on the field that entangle anyone who steps into them; if Kratos gets caught in one, tap Circle rapidly to break free.

This phase ends when Baldur's health drops near the halfway point, triggering a scene: Baldur makes a dash, but Kratos scores a shield strike to the throat, then follows by thrusting one of his Blades into Baldur's side. Then he flings Odin's son into a wall.

In response, Freya slams down Thamur's massive hand to separate the fighters, but Kratos grabs it and lifts. Press Circle rapidly to lift the Giant's hand, revealing the huge explosive crystal in Thamur's ring. Just as Baldur rushes underneath the crystal, hit Square so that Atreus shoots it with a Shock Arrow, detonating a mighty blast! (If you don't, the hand crushes Kratos and Baldur.) The explosion sends them all tumbling down into a ravine.

PHASE 3

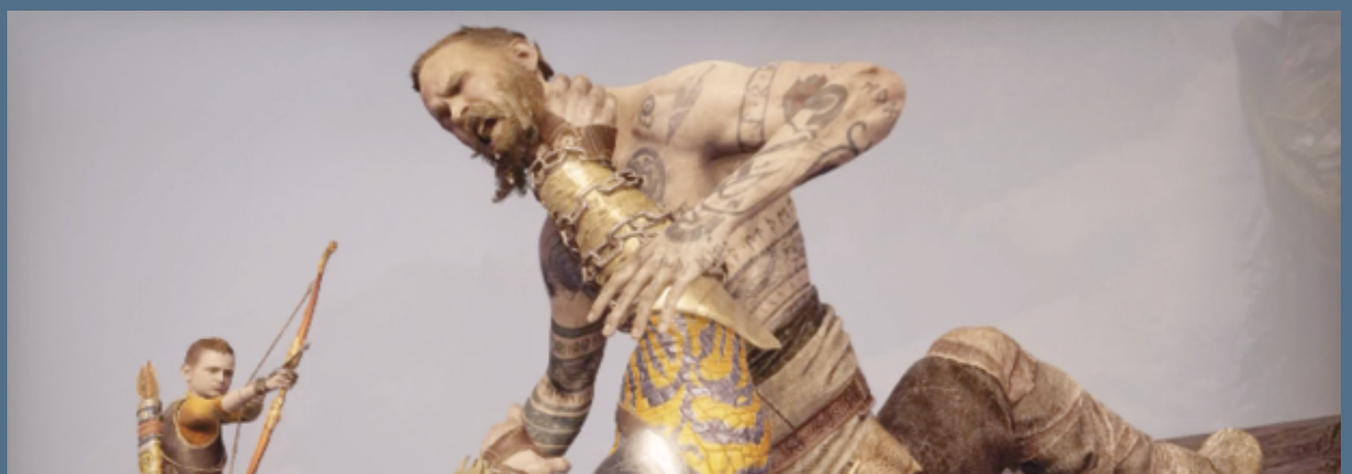
Now Baldur is infused with fire magic, slinging hot bolts from long range, so switch to frosty Leviathan for this phase. Freya/Thamur drops a Brood squad into the smaller arena as well. Keep moving to avoid getting jumped by the speedy, annoying creatures. Atreus has landed atop a nearby tower, but keep him firing Light Arrows down whenever his quiver is available.

Baldur's ground pound now sends a burning furrow tearing across the ground at you. He also flashes red, then leaps high for a fiery slam from above. When you see him flash and jump, immediately roll away from where you're standing!

When Baldur's health bar drops to about one-third, his next dash attack triggers another scene: Kratos counters and flings Leviathan in a brutal strike that embeds the axe in Baldur's shoulder. When Kratos recalls the axe and makes a charge, Thamur yanks the massive chisel from his giant head and slams it into the ground between the two fighters. This angers Baldur, who immediately climbs the chisel.

PHASE 4

Approach the chisel and press Circle to grab it, then climb too. Atreus hops onto his father's back to join him. Soon Baldur attacks and pins Kratos on the chisel surface. Here you use the same mechanics from the earlier fight on the dragon's back: block Baldur's punch flurries, dodge to the opposite side of Baldur's two-fisted slams, and counterpunch after he misses.



You also add a new wrinkle: when Kratos grabs Baldur by the throat, hit Square to have Atreus fire an arrow point-blank into the Norse god. After more scenic grappling, you get another shot. Again, press Square to nail Baldur with an arrow. When all three fighters fall to the ground, Atreus gets Baldur in a chokehold. Tap Square to tighten the choke. Finally, when the Spartan Rage prompt appears, hit L3 + R3 to trigger it.

PHASE 5

Pummel Baldur with Spartan Rage punches. The fight renews, but note that Baldur switches back and forth between his ice and fire magic states, so switch your weapon accordingly: use Blades of Chaos against “blue” Baldur, and Leviathan against “red” Baldur.

When you finally knock his health bar down to zero, you trigger a final father/son tandem assault. Tap Square every time the prompt appears. Freya intervenes one more time using Thamur's powerful freezing breath, but Atreus calls in help. Watch the final, powerful cinematic: we won't spoil it here.

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The Journey

Chapter 17: Mother's Ashes

The time has finally come to complete a wife and mother's last wishes. The Jötunheim Tower is back in place; Mimir has both eyes. Nothing else seems to stand in your way. You won't need a map to find where you're going.

JOURNEY OBJECTIVES

- Return to the Realm Travel Room
- Open a passage to Jötunheim
- Find Jötunheim's highest peak
- Scatter her ashes

NEW ENEMIES

- None

OBJECTIVE: Return to the Realm Travel Room

There's a boat down at the Northern Dock, but there's also a much faster way back to the Realm Travel Room. Head down the slope to the dock and use the Mystic Gateway to return to Brok's Shop in the temple. Then enter the Realm Travel Room. Use the travel table to lock in Jötunheim. Atreus automatically takes Mimir's head and uses it to transfer the energy into the door.

The door opens, revealing a staircase. But as they begin to climb, Mimir asks to be left behind, leaving Kratos and Atreus to their task alone. Brok and Sindri arrive to see them off, and agree to keep Mimir safe.

OBJECTIVE: Find Jötunheim's Highest Peak

Once control returns, climb the stairs to the top, where Atreus points out the highest Summit just ahead. Cross the bridge and enter the strange museum-like cavern at the mountaintop.

Examine the various statues and rune-covered walls as you follow the main path through the place.

LORE: THE DREAM OF MIDGARD

This Rune Read covers an entire wall of the museum-like cavern atop the highest peak in Jötunheim.

LORE: THE GUARDIAN RETURNS

This Rune Read covers another wall of the museum-like cavern atop the highest peak in Jötunheim.

When you reach the opening that leads out of the cave, you trigger a cinematic: Atreus uncovers the reason for the Journey.

OBJECTIVE: Find Jötunheim's Highest Peak

After the scene, take some time to reexamine the wall's story before you step outside. Then climb the ledges, following the familiar yellow markings, until you reach the vista point.

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The Journey

Chapter 18: The Journey Home

The only thing left to do now is go home. You've got a companion waiting for you on the way. And eventually, a visitor who seeks a word with you.

JOURNEY OBJECTIVES

- Return to the Realm Travel Room

NEW ENEMIES

- None

OBJECTIVE: Return to the Realm Travel Room

Retrace your route back down the ledges and through the mountaintop museum. Then descend the long staircase to the Realm Travel Room. Listen to the enlightening conversation, and note what Atreus says about freeing corrupted Valkyries and helping other people—about being "good gods."

UNFINISHED BUSINESS?

Before you head home, you can explore the realms, finishing up Favors and Labors, gathering all collectibles, and finding every Hidden Chamber of Odin.

When you reach the travel room, Kratos and Atreus find Mimir on the floor and add him back to the travel team. Use the travel table to return to Midgard. Exit the chamber and visit the Huldra Brothers at Brok's Shop, if you want.

Then use the nearby Mystic Gateway to travel to your "Home" gateway. This puts you back in the front yard of Kratos' home. Enter the house, go lie down in the bed, and take a well-deserved nap. But prepare to be awakened by a visitor...

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God of War Map Key

- Artifact
- Chest
- Coffin
- Hidden Chamber
- Lore
- Runic Chest

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God of War Map Key

- Chest
- Legendary Chest
- Lore

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God of War Map Key

- Chest
- Coffin
- Lore
- Raven
- Runic Chest

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God of War Map Key

- Artifact
- Chest
- Coffin
- Shop

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God of War Map Key

- Artifact
- Chest
- Coffin
- Runic Chest

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Artifact

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God of War Map Key

- Chest
- Lore
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- Artifact
- Chest
- Raven

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God of War Map Key

Legendary Chest

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- Legendary Chest
- Lore

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- Chest
- Coffin
- Legendary Chest
- Runic Chest
- Shop

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Raven

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God of War Map Key

- Area [A]
- Lore
- Runic Chest
- Shop

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- Lore

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- Runic Chest

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God of War Map Key

- Artifact
- Chest
- Coffin

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God of War Map Key

- Artifact
- Chest
- Dock
- Hidden Chamber
- Legendary Chest
- Raven
- Realm Tear
- Runic Chest
- Shop

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Lore

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Artifact

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God of War Map Key

- Chest
- Cipher Chest
- Mystic Gateway

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God of War Map Key

- Artifact
- Chest
- Cipher Chest
- Coffin
- Hidden Chamber
- Legendary Chest
- Runic Chest
- Treasure Map

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- Raven

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- Shop

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- Chest
- Coffin
- Lore
- Shop

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God of War Map Key

- Chest
- Coffin
- Legendary Chest
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- Coffin
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God of War Map Key

- Chest
- Coffin
- Legendary Chest
- Lore
- Mystic Gateway

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God of War Map Key

- Artifact
- Chest
- Legendary Chest
- Mystic Gateway
- Raven
- Shop

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God of War Map Key

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- Coffin

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God of War Map Key

- Coffin
- Legendary Chest
- Mystic Gateway
- Shop

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God of War Map Key

- Area [A]
- Artifact
- Chest
- Coffin
- Legendary Chest
- Mystic Gateway

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- Lore
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God of War Map Key

- Area [A]
- Artifact
- Chest
- Cipher Chest
- Coffin
- Legendary Chest
- Lore
- Realm Tear
- Shop
- Treasure Map

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God of War Map Key

Coffin

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God of War Map Key

- Area [A]
- Chest
- Coffin

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- Coffin
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- Chest
- Cipher Chest
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- Artifact
- Chest
- Cipher Chest
- Coffin
- Dew of Yggdrasil
- Dock
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- Lore
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- Raven
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- Dock
- Legendary Chest
- Lore
- Mystic Gateway
- Raven
- Realm Tear
- Runic Chest
- Shop

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God of War Map Key

- Bone
- Brazier
- Dock
- Hell Walker
- Mystic Gateway

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God of War Map Key

- Area [A]
- Area [B]
- Area [C]
- Area [D]
- Area [E] (Center Chamber)
- Shop

B

D

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God of War Map Key

- Artifact
- Chest
- Coffin
- Dock
- Legendary Chest
- Lore
- Mystic Gateway
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- Realm Tear
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God of War Map Key

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Favors

Overview

At the Lake of Nine, after you meet the World Serpent, Favors become available. Talk to the quest giver or approach the site of certain quests, and the corresponding quest is added to Atreus' Journal under the Favors Tab. Brok and Sindri have a few requests to make of Kratos, while wayward spirits, chained-up dragons, and Valkyries also need your help.

Quest Giver	Who or what provides the Favor
Quest Giver Location	Where that quest giver is located
Quest Location	Where the quest takes place
First Available	When the Favor becomes available
Main Objective	The player's main objective during the Favor
Levels of Enemies	Toughness of the enemies faced during the Favor
Reward	Items and XP received for completing the Favor

Everything you need to complete these Favors is covered in this chapter. Preliminary information is given at the start of each quest, allowing you to assess when to take them on.

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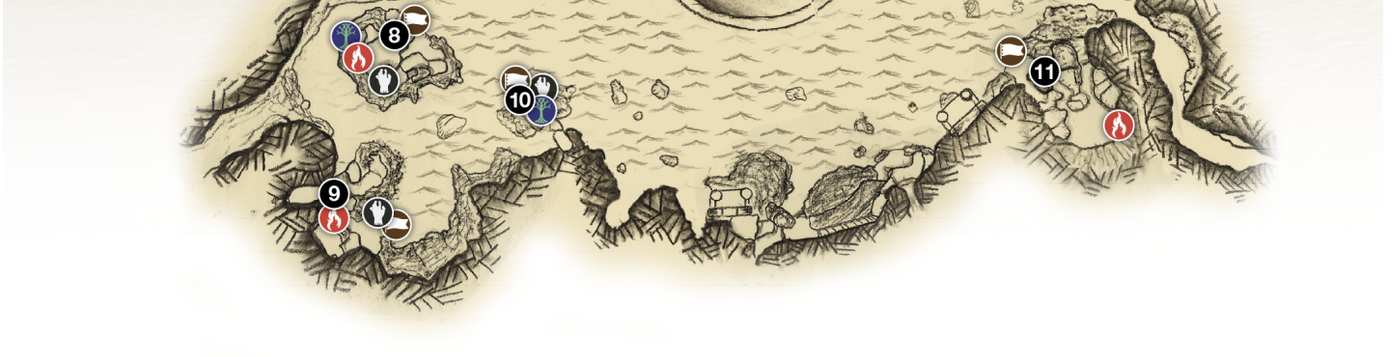
Favors

Wayward Spirits

Lake of Nine



1. Quest Giver – Anatomy of Hope

2. Quest Giver – Dead Freight

3. Quest Giver – Hammer Fall

4. Mason's Channel

5. Veithurgard Pass

6. Ruins of the Ancient

7. Forgotten Caverns

8. Isle of Death

9. Iron Cove

10. Niflheim Tower

11. Cliffs of the Raven

12. Stone Falls

13. Alfheim Tower

bone

brazier

dock

Hel-Walker

Mystic Gateway

Three wayward spirits ask for assistance as you explore the Lake of Nine. Light four braziers found on the shores to complete a fourth Favor. A fifth wayward spirit quest becomes available after you complete Sindri's second quest, "Family Business." Three of the quests provide an Offering to Týr and a recipe for one piece of Týr's armor, a rare set of armor. Complete all of these

Favors to earn the Unfinished Business Trophy and Enchantment—Týr's Shard.

EXPLORING THE LAKE OF NINE

For many of the objectives in this section, we only talk about the destination and not how to get there. Refer to the LAKE OF NINE EXPLORATION chapter for more details on each location.

While some of these Favors can be completed before the lake drops a second time, we only show the low-level Lake of Nine map. The locations remain the same, but you may need to navigate more of the beaches and islands before reaching the objectives.

ANATOMY OF HOPE	
Quest Giver	Wayward spirit
Quest Giver Location	Mason's Channel
First Available	After second water drop of Lake of Nine
Main Objective	Recover Gullveig's bones and return them to the spirit
Reward	1880 XP, Offering to Týr, Waist Armor Recipe—Týr's Lost Unity Belt

Take a boat north between Njörd's Oarsmen and Mason's Channel and park at the beach that sits farther north beyond the gate. Deal with the enemy there, which differs depending on when you visit. Speak to the wayward spirit on the west side to learn of his beloved Gullveig, who lies in pieces scattered around nearby beaches.

OBJECTIVE: Recover Gullveig's Bones

Three bones must be found and returned to the spirit. The skull and two hands are found on nearby beaches.

- **Right Hand (beach left of Alfheim Realm Tower):** The first bone sits on a cliff above the small beach situated just left of the Alfheim Realm Tower. Use a Shock Arrow on the Shatter Crystal to clear the obstruction that blocks your climb. The hand is found on the left just after the climb.

- **Skull (Forgotten Caverns):** On the west side of Lake of Nine, paddle a boat onto the shore of Forgotten Caverns next to Svartalfheim Realm Tower. Explore farther inland, where a trio of Wolves scavenge for food. Climb up the eastern wall, then follow the path to the right until you reach a dead end. The skull rests on the ground to the right.

Left Hand (Ruins of the Ancient): Paddle onto the northeastern shores of Ruins of the Ancient. A Soul Devourer patrols the beach, though the fight is optional. It won't attack without provocation. From the dock point, vault over the pillar and move around the rocks on the left to find the hand.

OBJECTIVE: Return Gullveig's Bones / Speak to the Spirit

Once all bones have been collected, head back to the wayward spirit and speak with him.

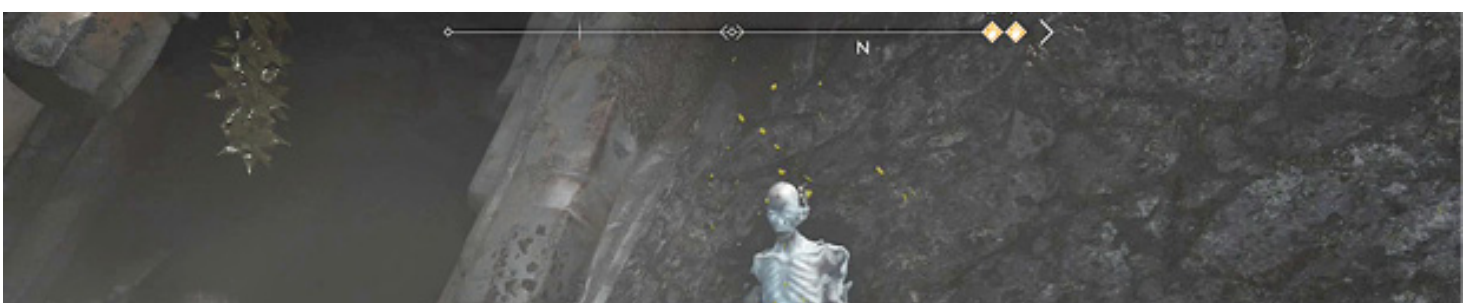
OBJECTIVE: Kill Gullveig

With all the bones returned, Gullveig is reanimated and the Revenant Boss immediately attacks. Two Nightmares join her in the fight; eliminate them first with Atreus' arrows and quick axe throws. Take care of Gullveig in the same manner as other Revenants. Use arrows to remove her shroud and then hit her hard with Leviathan. Due to increased health and improved evasion Skills, she is tougher to take down. Avoid her poison and fissure attacks, and keep up the pressure. Defeat the ghastly creature to complete the Favor, earning XP and an Offering to Týr.

DEAD FREIGHT	
Quest Giver	Tradesman spirit
Quest Giver Location	Forgotten Caverns
First Available	After second water drop of Lake of Nine
Main Objective	Kill three Hel-Walker Crews
Reward	1880 XP, Offering to Týr, Chest Armor Recipe—Týr's Lost Unity Cuirass

OBJECTIVE: Kill the Hel-Walker Crews

At Forgotten Caverns, talk to the wayward spirit just ahead to learn of his crews that perished in the Lake of Nine; their bodies continue to walk the beaches as Hel-Walkers. Three groups of Hel-Walkers plague the beaches, and you must defeat them to complete the Favor. The crews are easier to defeat once you have acquired the Blades of Chaos, but they can be killed beforehand.



Isle of Death: In southwest Lake of Nine, find the island between Niflheim and Asgard Towers and dock on the north side. Head straight ahead into the clearing to find a Hel-Walker crew, including a Hel-Viken and three Hel-Shadows.

Iron Cove: Paddle a boat to the southeastern beach of Iron Cove, located south of Isle of Death. Take out the second crew, which consists of a Hel-Reaver and two Hel-Reaver Guards.

Niflheim Tower: Dock the boat at the right elevator of the Niflheim Tower in southwestern Lake of Nine and ride it up. Two Hel-Reavers and Hel-Reaver Guard wait at the top.

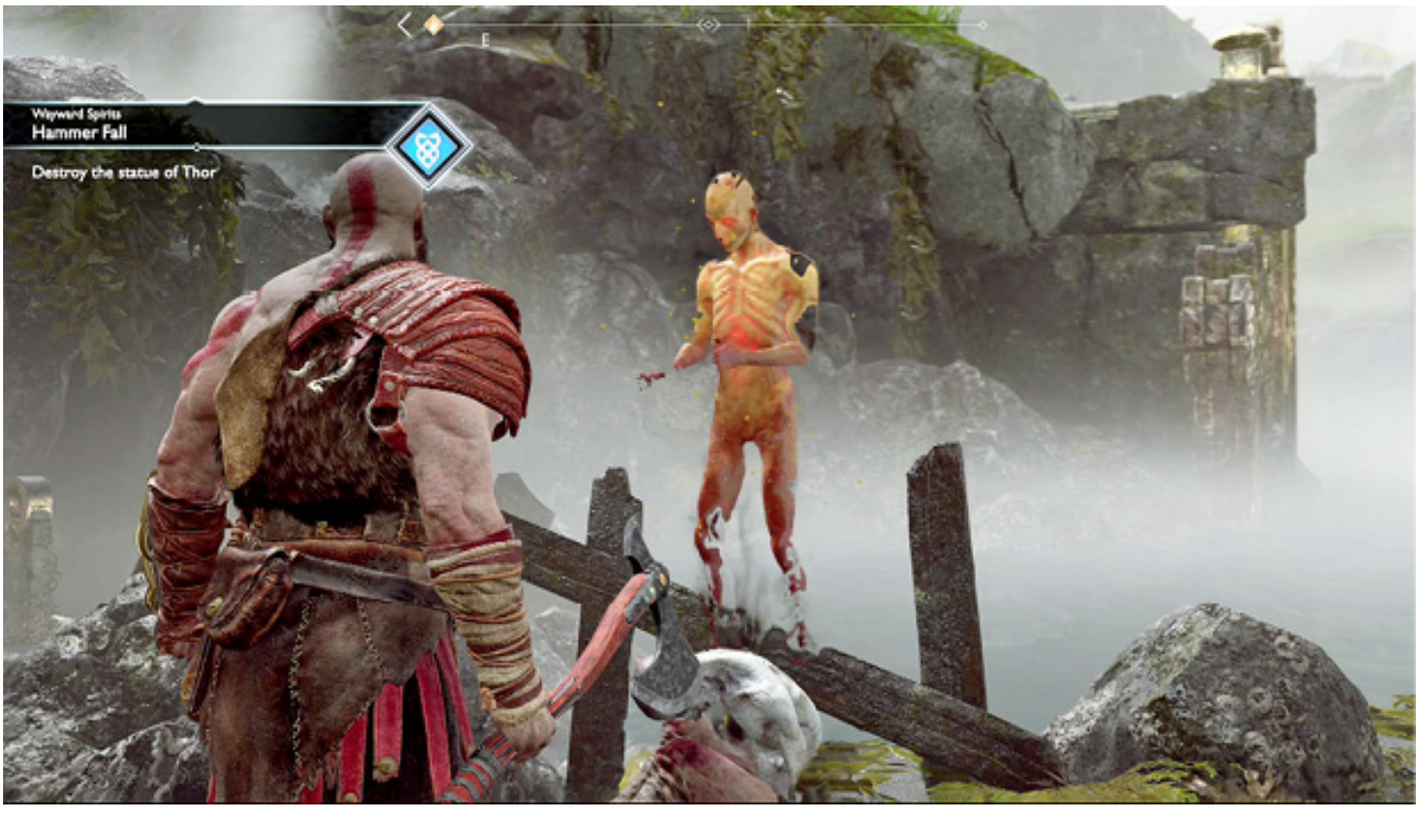
Objective: Return to the Spirit

With all three crews taken care of, return to the tradesman spirit at Forgotten Caverns. Let him know that his crews are now at rest to receive the reward.

HAMMER FALL	
Quest Giver	Disciple of Thor
Quest Giver Location	Stone Falls
First Available	After first water drop of Lake of Nine
Main Objective	Destroy the statue of Thor
Reward	1880 XP, Offering to Týr, Wrist Armor Recipe—Týr's Lost Unity Gauntlets, Axe Pommel—Grip of Tanngiost (dig mound of dirt)

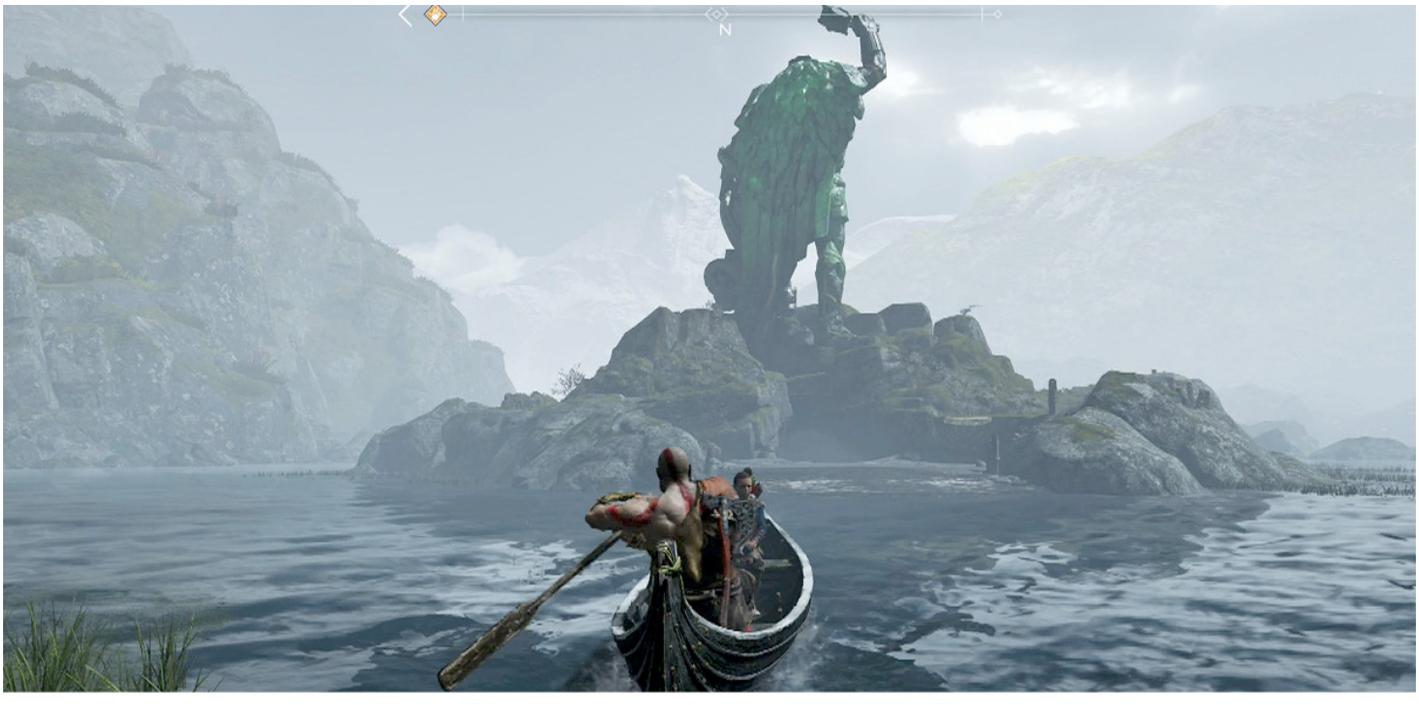
OBJECTIVE: Destroy the Statue of Thor

Paddle two Stone Falls in northeastern Lake of Nine and make your way to the wayward spirit who waits next to the bridge on the upper level. Before the second water drop, you must break the disc that holds up half of the bridge. Otherwise, simply climb up from the lower level.



Talk to the spirit and use the nearby wheel to open the big gate. This gives you access to Veithurgard Pass, which leads to Veithurgard. Take your boat into the pass and dock at the beach, which differs depending on the water level. For full details on Veithurgard Pass, turn to the **Lake of Nine Exploration** chapter.

Once you're in the boat in Veithurgard, paddle north when possible and beach at the small island ahead. Two Draugr inhabit the island, so deal with them before looting the chest inside the small cave.



Pull out the axe and aim toward the statue. Chain markings indicate the monument's weak points, so throw the Leviathan at the following:

- Back of the right calf
- Bottom of the back of the cape
- Right upper arm
- Left shin
- The chain

Move around the statue to get a shot at each location. Once you hit the last one, the statue crumbles to the ground.

OBJECTIVE: Return to the Disciple of Thor

Swipe the Rare Leviathan Hilt—Grip of Tanngiost from the grave site before returning to the spirit at Stone Falls. He's appreciative, and you receive your reward.

TIME HEALS ALL WOUNDS	
Quest Giver	Scroll at Northri Stronghold
Quest Location	Fáfnir's Storeroom
First Available	Pick up scroll at Northri Stronghold during the "Family Business" Favor
Main Objective	Return to the spirit in Fáfnir's Storeroom
Reward	3290 XP

OBJECTIVE: Return to the Spirit in Fáfnir's Storeroom

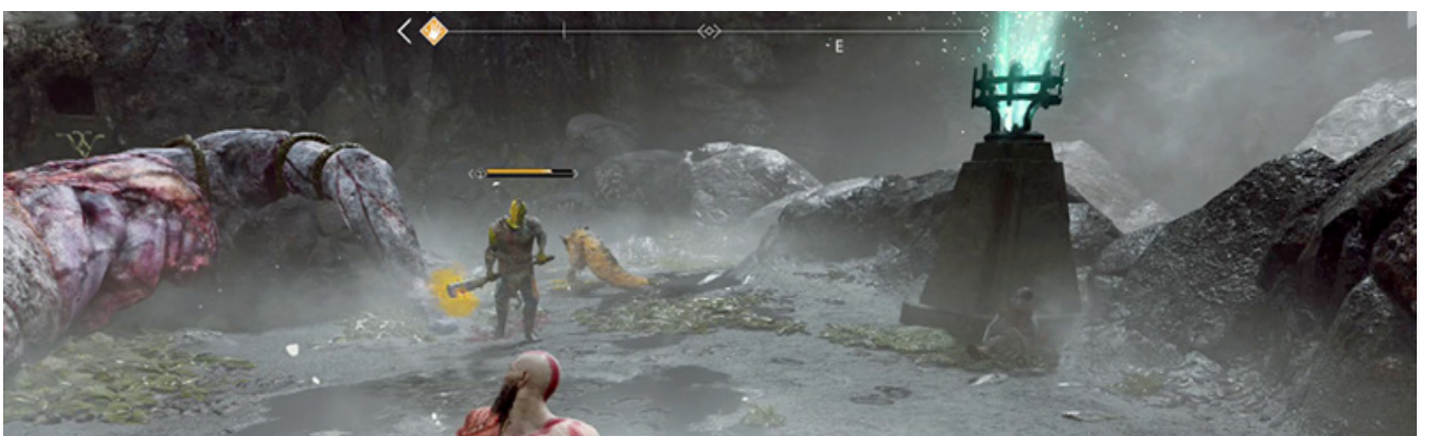
This Favor becomes available after you find a scroll near the end of Sindri's second Favor, "Family Business." It's from the son of the spirit you met during Sindri's first Favor, "Fáfnir's Hoard." Travel to Fáfnir's Storeroom through the Mystic Gateway and make your way all the way to the back of the storeroom. Talk to the spirit to complete the quest and earn the XP.

UNFINISHED BUSINESS	
Quest Giver	Brazier
Quest Giver Location	Lake of Nine
First Available	After first water drop of Lake of Nine
Main Objective	Explore the islands of the lake (four islands)
Reward	1880 XP, Common Axe Pommel—Versatile Warrior's Handle, Random Enchantment, Resources—Corrupted Remnant, 200 XP per Brazier

OBJECTIVE: Explore the Islands and Light the Braziers

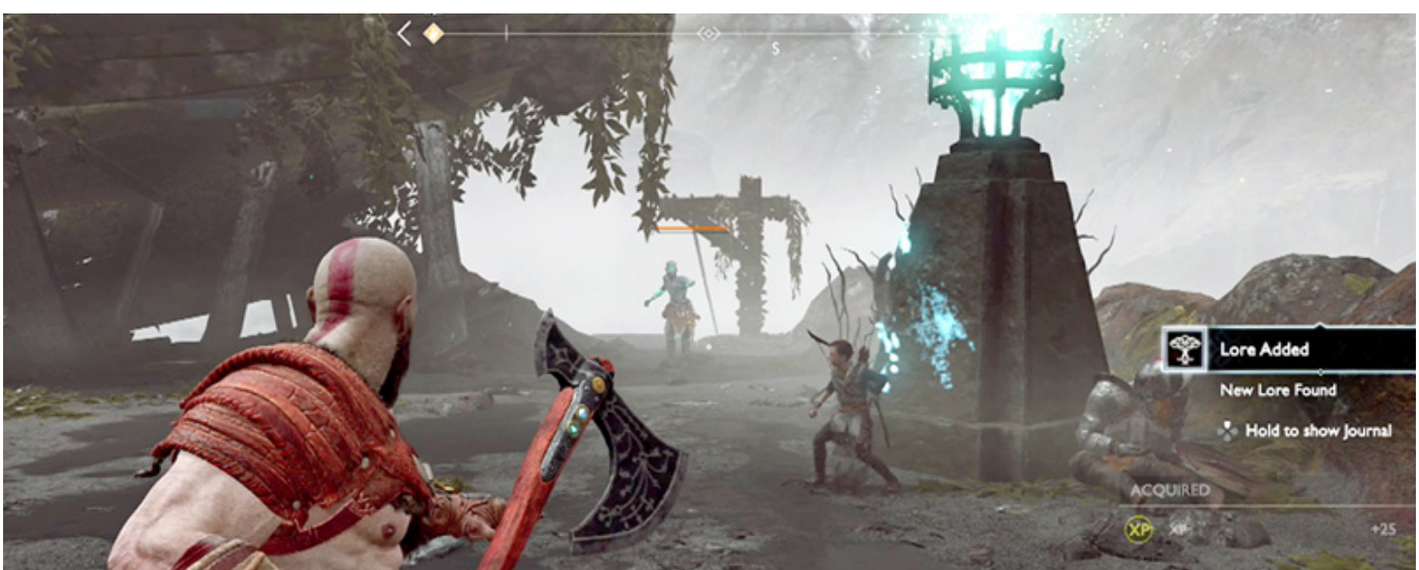
Discover four braziers on the shores of Nine and light them to complete this Favor. Once each is lit, enemies attack, and they must be defeated for you to get credit for that location. The order in which you complete them doesn't matter, but to get the final reward, make sure you defeat the enemies at each site.

- **Cliffs of the Raven:** The brazier is located in a clearing at the back of the location. Eliminate the enemies in the area, then have Atreus translate the runes on the brazier. A Viken and a group of Tatzelwurms attack, so deal with them before talking to the spirit who appears next to the brazier.



Forgotten Caverns: Climb to the top of Forgotten Caverns and then down the chain to the south. Two Wulvers attack, so kill them before lighting the brazier. The flame attracts three Hel-Reavers to the area. Finish them off, then talk to the spirit. The enemies in this area differ if you come before the second water drop—the Wulvers haven't moved in yet, replaced by a Heavy Draugr. The lit brazier attracts a Dual-Wield Draugr, as well as a group of Hel-Reavers.

Isle of Death: Make your way to the top level of the island to find the brazier. Light it, kill the group of Hel-Shadows that show up, and then talk to the spirit.



Iron Cove: Make your way to the southeast portion of Iron Cove. If you're attempting this Favor after the second water drop, this requires navigating the ship wreckage and destroying the Scorn Poles. Translating the runes causes Nightmares and Reavers to appear, so take them down and talk to the final spirit to complete the Favor.

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Favors

Realms Unlock

Many of the toughest challenges in *God of War* await at two realms, Muspelheim and Niflheim. Muspelheim offers six trials that culminate in a fight against a Valkyrie. Niflheim is overcome by the Cursed Mist that limits the time Kratos can spend in the area. Meanwhile, valuable loot, deadly traps, and dangerous foes abound throughout the realm. Another Valkyrie is located deep inside the realm.

THE REALM OF FIRE	
Main Objective	Complete the Muspelheim Language Cipher and travel to Muspelheim
Reward	400 XP, unlock Muspelheim, 25 XP per cipher piece

OBJECTIVE: Complete the Muspelheim Language Cipher

There are seven Cipher Chests that hold a Muspelheim Language Cipher, but only four are required to read the Muspelheim runes and travel to the realm. Once four have been collected, the remaining chests provide a random Enchantment.

	LOCATION	HOW TO FIND
·	Lake of Nine: Cliffs of the Raven	Find the beach with the dead Troll and brazier, which is where you dock at the high-water level. Break out the boards that block the small hole to the north in order for Atreus to drop the nearby chain. Climb up and loot the Cipher Chest.
·	Lake of Nine: Forgotten Caverns	From the main beach of Forgotten Caverns, where a Nornir Chest sits to the left and a brazier to the right, climb the chain on the north side to find the Cipher Chest.
·	Foothills	Near the start of the foothills, before Sindri's Shop. At the Scorn Pole that sits next to a Lore Marker, the Cipher Chest rests to the left.
·	Alfheim	Travel to Alfheim and cross the bridge, taking care of any Dark Elves and tentacles that block your progress. At the other end of the bridge, the path splits; head right to find the chest.
·	The Mountain	After your first trip to the Mountain Summit, where you meet Mimir, descend the steps toward the Mystic Gateway. The Cipher Chest sits just ahead on the left.
·	Lake of Nine: Muspelheim Tower (after second water drop)	Though this chest is just behind Muspelheim Tower, the gate is locked, so you must find another way there. Climb Lookout Tower and slide down the zipwire to reach the area behind Muspelheim Tower. Defeat the enemies and climb the boards to find the Cipher Chest.
·	The River Pass	Travel to Witch's Basement and ride the elevator up to the cavern. You must have Shock Arrows to access the Cipher Chest that sits just to the right of the elevator. Use a Shock Arrow on the nearby Shatter Crystal, move into the right room and open the chest to find the cipher. Be sure to grab the cipher before removing the Winds of Hel energy. If you have collected three of the previous ciphers, this one allows you to read the Muspelheim language and travel to the realm.

OBJECTIVE: Use the Realm Table to Travel to Muspelheim

After collecting four Muspelheim Ciphers, use the Realm Table at Týr's Temple to access Muspelheim. As you climb the volcano, a number of trials test your skills as a fighter. Refer to the Muspelheim section later in this chapter for full details.

THE REALM OF FOG	
Main Objective	Complete the Niflheim Language Cipher and travel to Niflheim
Reward	400 XP, unlock Niflheim, 25 XP per cipher piece

OBJECTIVE: Complete the Niflheim Language Cipher

There are seven Cipher Chests that hold a Niflheim Language Cipher, but only four are required to learn the Niflheim Language and travel to the realm. Once four have been collected, the remaining chests provide a random Enchantment.

	LOCATION	HOW TO FIND
·	Lake of Nine: Beach next to Alfheim Tower	Dock at the beach next to the Alfheim Realm Tower and detonate the Shatter Crystal. Climb the first ledge and run to the right to find the Cipher Chest.
·	Lake of Nine: Ruins of the Ancient	Find this beach in the northwest corner of the lake. A Soul Devourer patrols the area, so be careful using your weapon. Loot the chest for a cipher.
·	Lake of Nine: Lookout Tower (after second water drop)	Dock at the Lookout Tower beach and eliminate the Nightmares. Look east and spot a paddle contraption that enables and disables the spikes that block the various routes through the area. Hit a paddle four times, and the two sets of spikes to the southwest become disabled, giving you access to the Cipher Chest.
·	The Mountain Summit	During the journey, Kratos and Atreus return to the Mountain Summit with the Chisel. After reaching another Sindri Shop, you emerge onto the Summit. The Cipher Chest sits just ahead. If you have collected the three within the Lake of Nine, this one unlocks the Niflheim realm.
·	The Hall of Týr	As part of the Journey, Kratos and Atreus must break the two chains in order to flip the Realm Travel Room. Follow the left wing through the traps until you reach the chain. The Cipher Chest sits against the far wall.
·	The Hall of Týr	As part of the Journey, Kratos and Atreus must break the two chains in order to flip the Realm Travel Room. Follow the right wing through the traps until you reach the chain. The Cipher Chest sits against the far wall.
·	Inside Serpent	This location must be looted during the Journey. Late in the game, you paddle a boat into the World Serpent. After finding the eye, step up to the zip line and look left. Hop over to the adjacent platform and loot the Cipher Chest.

OBJECTIVE: Use the Realm Table to Travel to Niflheim

After collecting four Niflheim Ciphers, use the Realm Table at Týr's Temple to access Niflheim. This realm offers a new challenge every time you exit the Cursed Mist and re-enter—enemy, trap, and treasure placements all change. Refer to the Niflheim Favors later in this chapter for more information.

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Favors

Free Dragons (Labor)

Veithurgard

1. Disembark at Beach

2. Destroy Shrine 1

3. Destroy Shrine 2

4. Destroy Rune

5. Enter Castle

6. Destroy Shrine 3

7. Defeat Troll

8. Interact with Anchor

Artifact

Chest

Coffin

dock

Legendary Chest

- Lore
- Mystic Gateway
- Nornir Chest
- Raven
- Realm tear

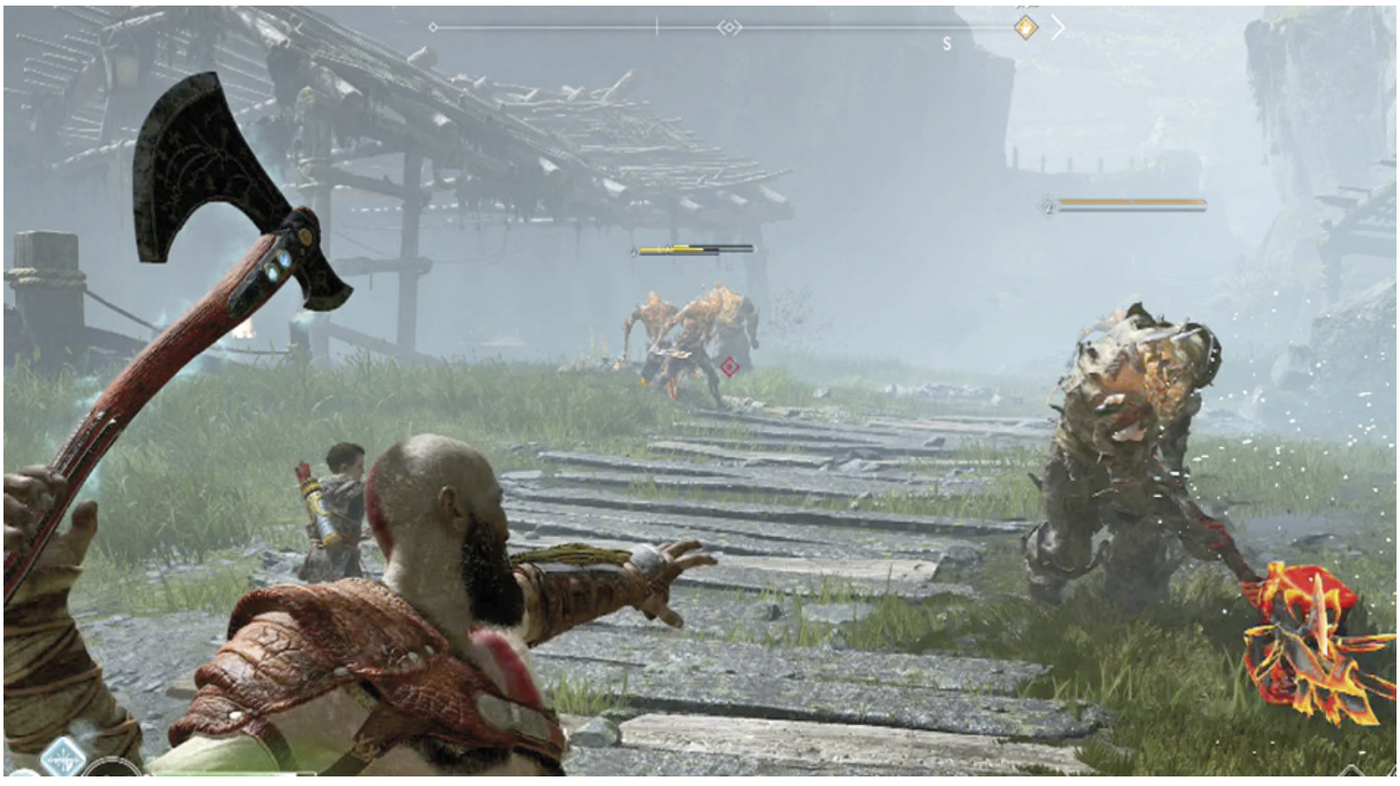
Objective	Free the three World Dragons
Labor Reward	101 XP & Resource—Dragon Tear, and an Enchantment per dragon; 615 XP once all three have been freed

Three dragons are being held captive around Midgard, each chained to an anchor and bound by three shrines. Freeing the dragons, by destroying the three shrines, counts toward “The Dragon’s Curse” Labor, while also completing the following three Favors:

THE IMPRISONMENT OF OTR	
Quest Location	Veithurgard
First Available	After first water drop of Lake of Nine
Main Objective	Destroy the shrines that bind Otr
Levels of Enemies	2 - 5
Reward	100 XP, Resource—Dragon Tear, Enchantment—Brilliant Mark of the Dragon

Otr the Dragon is chained up in Veithurgard, located in eastern Midgard. In order to reach Veithurgard, you must open a big gate by using the wheel at Stone Falls, then navigate Veithurgard Pass. This area is covered in more detail in the **Lake of Nine Exploration** chapter. Coverage of this Favor begins at the dock, but we cover everything located in southern Veithurgard here, including the Artifact quest, “Horn of Kings.” If you wish only to find the Viken Horn Artifacts, refer to the **Artifacts** chapter.

Debark at the beach **(1)** and pick a fight with one of the Draugr scattered around the area; this attracts the attention of other nearby enemies, Speed Draugr and a Heavy Draugr included. If the fight takes you east under the shelter, a Tatzelwurm joins the fight.



FIND THE VIKEN HORNS

Once the area has been cleared out, loot the coffin under the shelter and then run to the end of the pier to find the first of six Veithurgard Artifacts. Watch out for the Projectile Draugr that attempts to keep you away from the collectible.

ARTIFACT: HORN

Search the pier next to the Veithurgard beach to find the first Horn at the far end. A low-level Projectile Draugr blocks your way, so quickly take him down. Reward: 10 XP.

Return to the beach, follow the westward footpath, and vault over the downed tree. Grab the chain and pull it all the way down. While still holding the chain, look up to the right and stick the Leviathan Axe into the disc. This opens a gate just south of your location.

Give Atreus a boost through the new opening and follow him up, where he pulls a lever that locks the gate open; now you can recall the axe. Scale the southern wall to find a Realm Tear. Reach inside the tear and close it to receive Dust of Realms.

Drop off the nearby ledge and bust through the boards to the right to find the second Artifact. Kill the Projectile Draugr that appears, and drop to the ground.

ARTIFACT: HORN

Open the gate on the west side of the Veithurgard beach and climb to the upper ledge. After closing the Realm Tear, drop down and bust through the broken boards on the right to find the Horn. Reward: 10 XP.

OBJECTIVE: Destroy the Shrines That Bind Otr

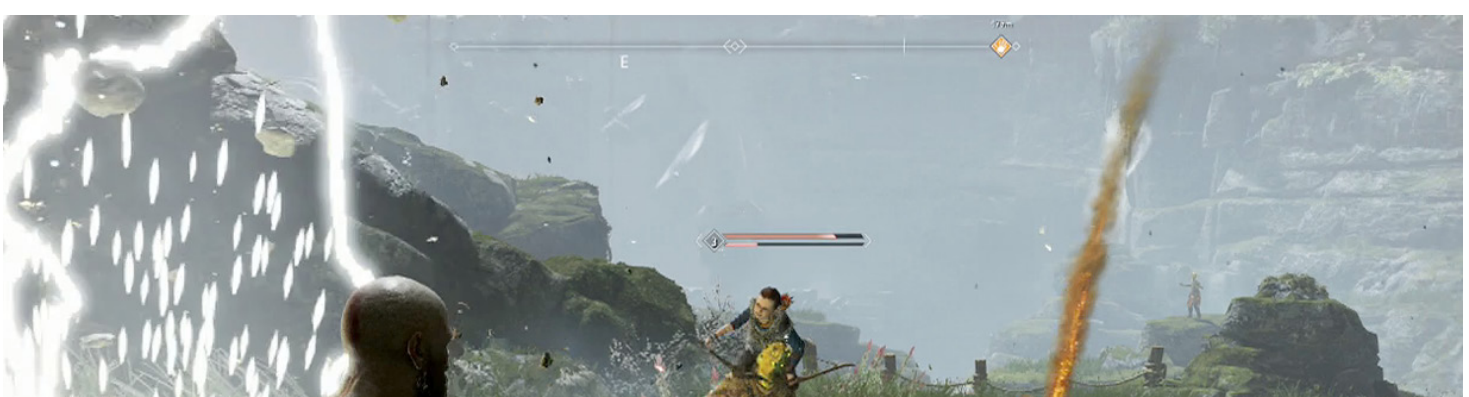
Head south to the steps, but wait before climbing them; Otr the Dragon breathes lightning down the length of the stone steps, as evidenced by the scorch marks. When safe to do so, sprint up to a clearing on the left as a Draugr emerges from a small room.

SHRINE 1

During the dragon's next pause, kill two more low-level Draugr as you sprint up to a small opening on the right. From there, sprint south, turn right at the anchor, and quickly climb a small ledge ahead. Follow the trail up the hill to find a lone Shadow and the first shrine **(2)**. Destroy them both, as well as a couple of reinforcement Reavers.

OTR'S LIGHTNING

On top of the lightning breath that periodically torches the central steps, Otr casts an area-of-effect lightning spell. A white aura floats up from the ground when the attack is incoming, so clear out or dodge to avoid damage taken.



SHRINE 2

Head east past the anchor to find more Reavers and Shadows. Another Artifact sits to the right, but you must deal with the enemies before collecting it. Turn north and follow the trail to the far end to find the second shrine **(3)**. Demolish it and kill the Reavers that have been agroed.

ARTIFACT: HORN

In the middle of Veithurgard, at the top of the main steps, an anchor attempts to hold Otr the Dragon in place. Go east from the anchor and search between the corpse and crates on the right to find the Horn. Any Reavers in the immediate area must be killed before you collect the Artifact. Reward: 10 XP.

LOOT THE NORNIR CHEST

Across the narrow ravine from the second shrine sits a Nornir Chest. The three runes are scattered throughout eastern Veithurgard.

The first rune sits on the edge of a cliff directly east of the second shrine. Look for the log that stretches across the aforementioned ravine, as it nearly points out the rune. Hit it with your axe to destroy the seal.

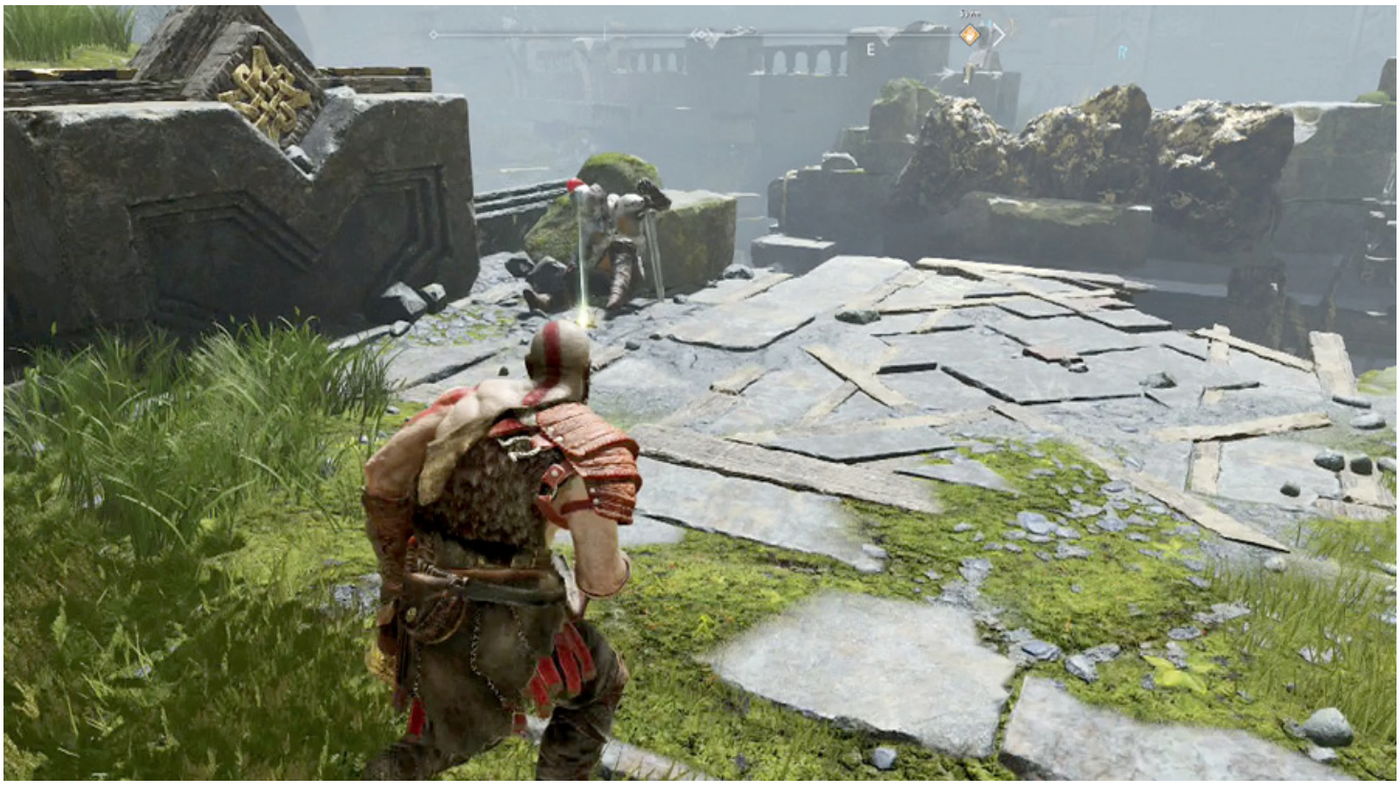
ᚾ Drop into the ravine and head north into the circle of standing stones. Dispose of the Shadows that occupy the area, including the ones that launch projectiles from atop the stones. From the point where you entered, count over four stone structures to the left and look directly west so that you can see the rune (4) in the middle of that structure—destroy the seal.

ᚱ There's a chain to the north for easier access between the boat and eastern Veithurgard. Kick it over the edge in case you wish to return to this area later on. Exit the standing stones to the east and bust through the boards ahead to find a coffin and lone Draugr. Next, head south toward a one-way gate and look to the right to spot the final rune. Break it before passing through the gate and looting the Nornir Chest (Horn of Blood Mead).

The third shrine is just on the other side of the busted bridge, but you must traverse part of the castle to reach it. Move back through the previous gate and turn right. At the end of the trail, hop over to the bridge and climb up. Hit the explosive on the right to destroy the molten rock that blocks the path. Sitting across the gap next to a corpse is another Artifact.

ARTIFACT: HORN

A stone bridge that leads to the castle on the southeast side of Veithurgard has been destroyed. You're unable to cross to the east side until an explosive is detonated on the other side, but that's not necessary to get the Artifact, as it rests next to a corpse on the west side. Reward: 10 XP.



ENTER THE CASTLE

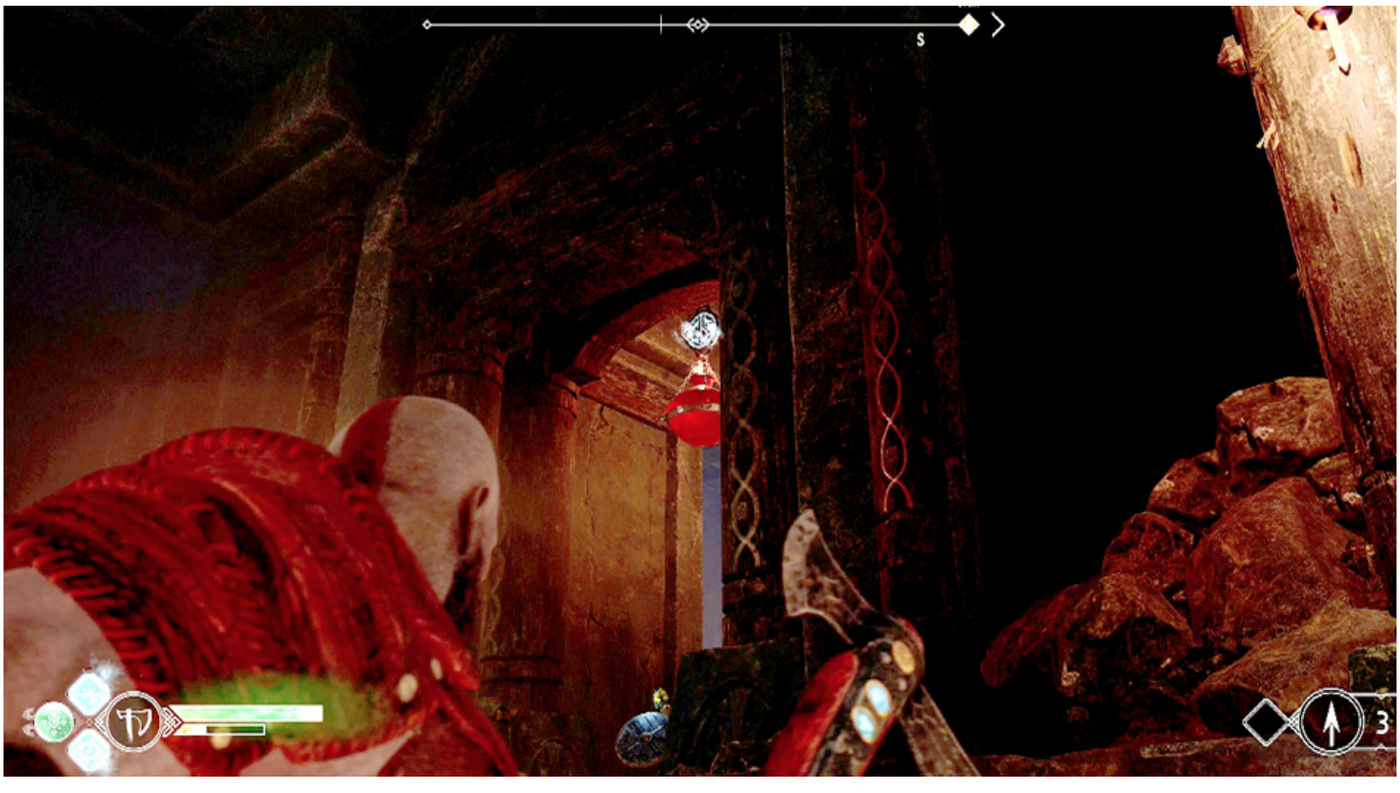
To the east, a large, majestic gate **(5)** keeps you out of the castle. Before solving the rune puzzle to unlock the gate, kill the two Vikens and translate a Lore Marker to the south.

Step up to the gate to find two runes on the left side and indentions on the right, where two more once hung. Lying on the ground nearby are the two missing runes. Use the paddles on each side of the gate to match the runes.

The runes on the left are easy to figure out, as they're still displayed on the gate.

The right runes must be matched up with the two tiles that lie on the ground. Flip the runes around to display as shown in this image.

Once the massive gate is open, slowly move up the left side of the steps as you look to the right. Ready your axe, and once you spot a hanging lantern above another entryway, knock it down to kill off a pair of Reavers. Open the Jötnar Shrine in the corner to learn about Skaði, the great huntress.



Move up the left steps and take out the Shadow and Reaver before collecting another Artifact. Proceed through the doorway and descend the stairs to find the route blocked. Detonate the red explosive to gain access to a lever. Pull it back to raise the grill ahead and loot the coffin.

ARTIFACT: HORN

Solve the rune puzzle to enter the castle on the southeast side of Veithurgard. Kill the Reavers along the way as you move up the steps, left of the Jötnar Shrine. The Horn lies on the floor next to a corpse. Reward: 10 XP.

SHRINE 3

Descend deeper into the castle and take out the two Reavers near the water; a red jar on the right makes quick work of one enemy if you're fast enough with the axe. Exit through the right corridor to reach the third shrine **(6)**. Kill the Reavers and destroy the shrine to complete the first objective. Remain alert, as the dragon can once again hit you with his lightning area-of-effect attack.

The northern gate leads back to the castle entrance, and if you wish to complete the Favor now, you can exit this way. There's much more to see and do in the castle, so venture back inside.

DEFEAT THE TROLL MINIBOSS, DAUÐI HAMARR

Interact with the lever to drain the water and descend into the lower area. A pair of Tatzelwurms enter the room, so quickly deal with the burrowing hybrids before grabbing the final Artifact.

ARTIFACT: HORN

After destroying the third shrine, re-enter the castle and interact with the lever to drain the water. Descend to the lower floor and collect the Horn that rests next to a corpse. Reward: 10 XP.

Inside the next room, translate the Lore Marker, defeat the trio of Reavers at the far end, and then climb the left ledge to score the contents of a chest. Pass through the next door to find a lever next to a circular grill and a pedestal next to the exit. You need a Key Orb to get through the exit, and you must defeat a Troll miniboss **(7)** to get that stone. Turn the lever to free Dauði Hamarr the Troll.

DAUÐI HAMARR

Dauði Hamarr is a Fire Troll with a similar move set to those of other Trolls. It's not very quick, but it makes up for that with power. Many of its moves have the ability to inflict a burning status effect, so it's best to clear out when attacks are incoming. Use the Leviathan Axe to counter its resistance to fire.

If it crouches down, it's readying its devastating area-of-effect jump attack in an attempt to land on or near Kratos. It not only causes big damage if you're caught nearby; it also sets the immediate area on fire—adding the burning status effect. If you're hit hard enough, it may also add a dazed effect. Dodge-roll away from the Troll when you see this attack coming. If within a closer range, it can also perform a single foot stomp that has similar consequences.

The Troll carries a large glowing pillar that it can use in two ways. After swinging the weapon backward, the Troll thrusts it right at Kratos and follows up by slamming it into the ground. Evade to the side to avoid these two brutal strikes.

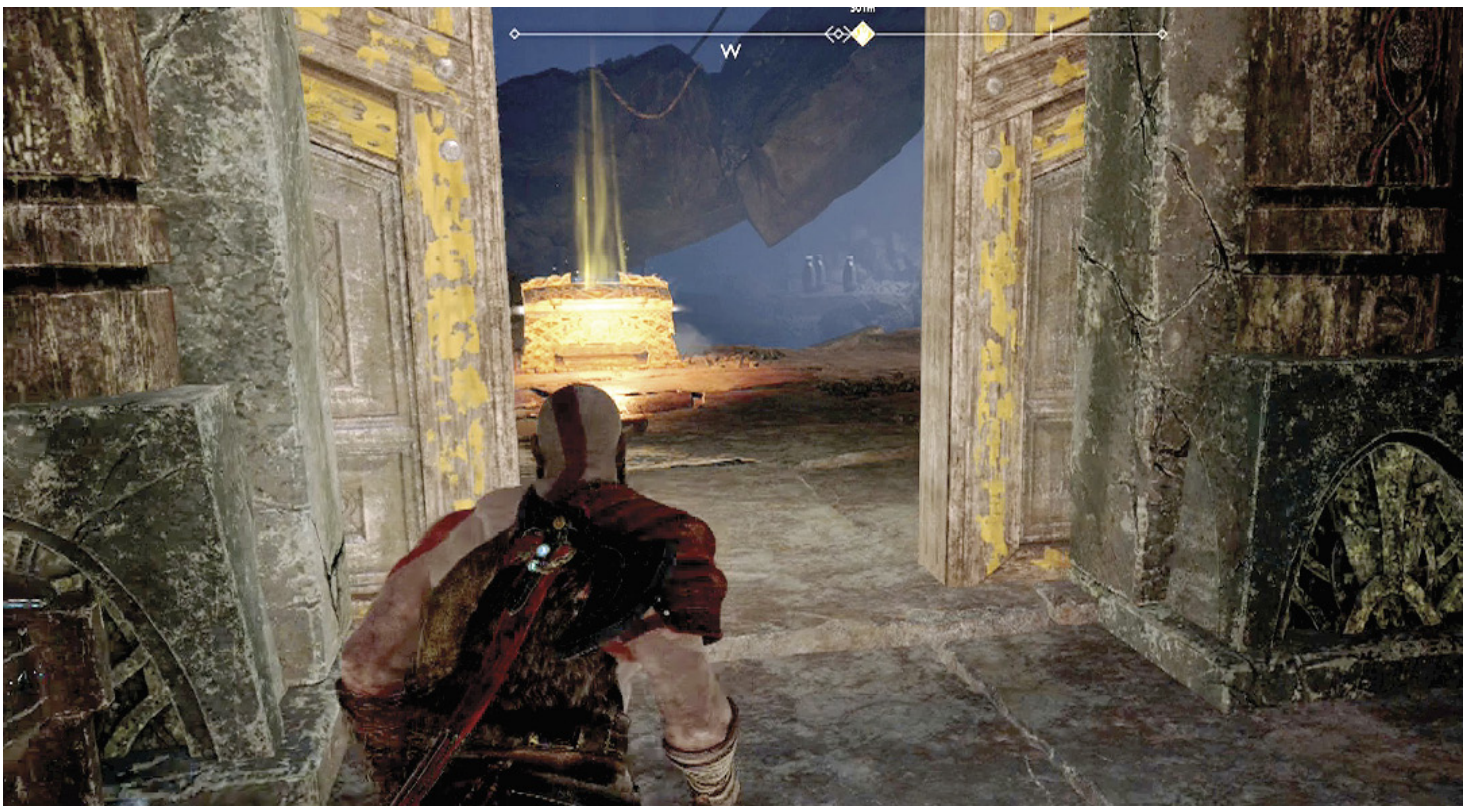
As its health gets low, it gains the ability to move toward you as it swings the pillar from side to side. This move is also quite devastating, so immediately sprint away from the boss and remain at distance until the Troll calms down. It takes a moment to catch its breath, giving you a great opportunity to go in with your own powerful attacks.

Atreus can interrupt some of the Troll's moves, so let the arrows fly throughout the battle. When its health gets below the final two segments, it collapses, and the Stun Grab icon appears. Move in and click the **R3** button, finishing it off with light and heavy attacks when prompted.

OBJECTIVE: Return to the Anchor

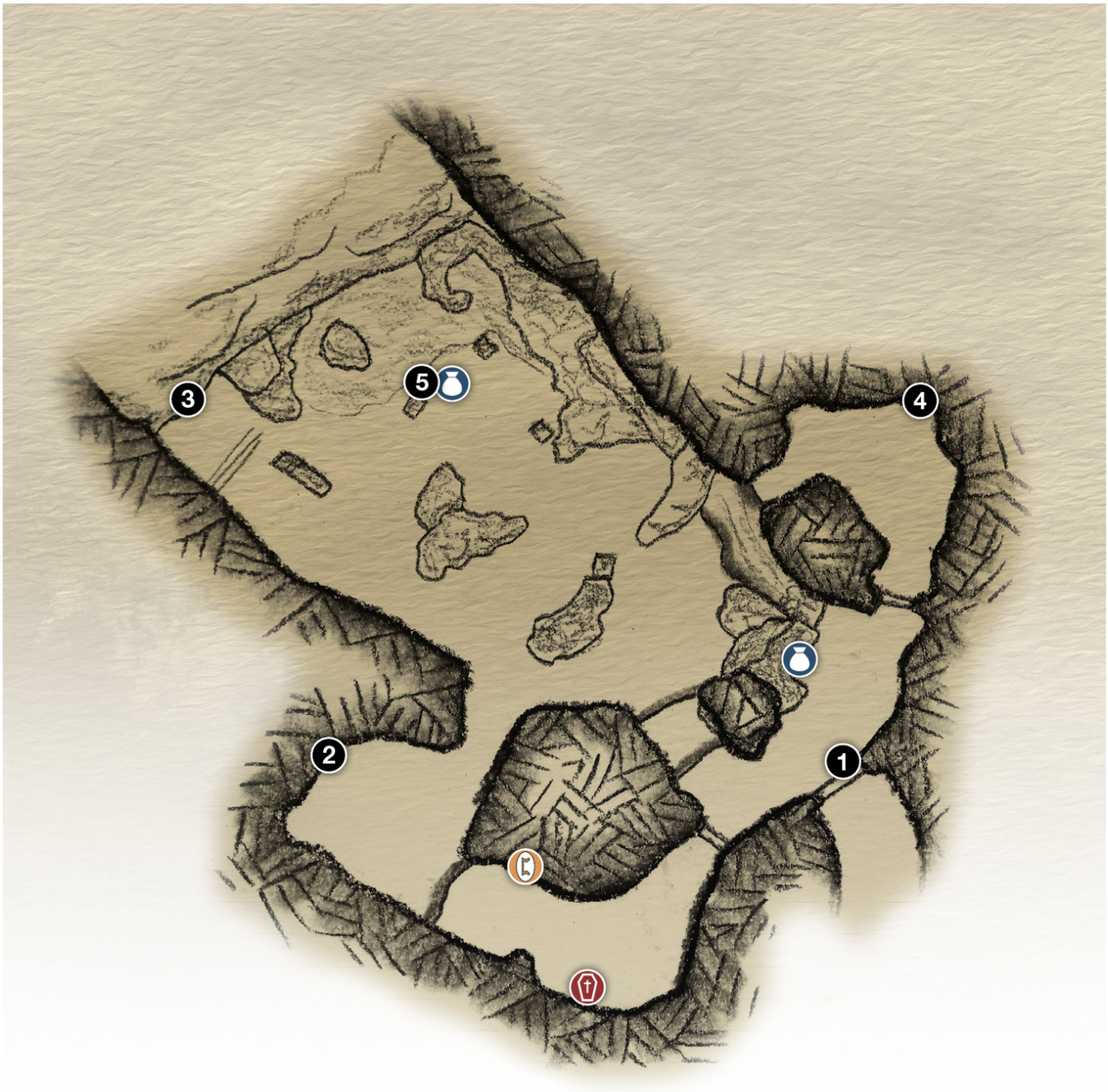
Grab the loot dropped by the Troll, including a Talisman—Horn of Heimdall, then collect the Vivarium Key Orb from the middle of the arena. Place the orb in the pedestal to open the exit. Pilfer Light Runic Attack—Leviathan's Wake from the Legendary Chest before scaling the right wall to exit the castle.

Slide down the chain to return to the anchor **(8)**, and interact with it to free Otr and complete the Favor.



THE FLIGHT OF FÁFNIR	
Quest Location	North of Lake of Nine (near Alfheim Tower)
First Available	After second water drop of Lake of Nine
Main Objective	Destroy the shrines that bind Fáfnir
Levels of Enemies	4 - 5
Reward	100 XP, Resource—Dragon Tear, Enchantment—Brilliant Scale of the Chained

North Side of Lake of Nine



1. Enter through Big Door

2. Destroy Shrine 1

3. Destroy Shrine 2

4. Destroy shrine 3

5. Interact with Anchor

Chest

Coffin

lore

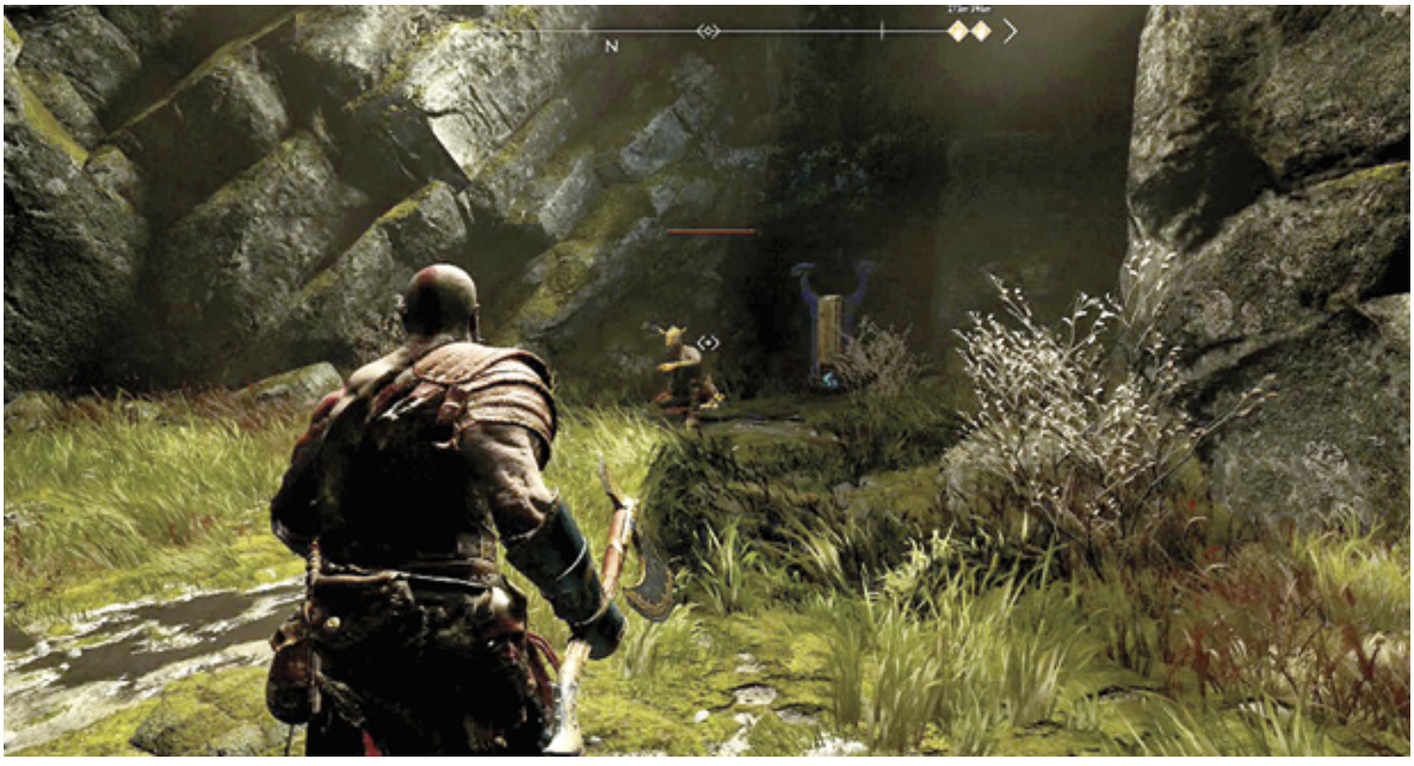
Paddle a boat to the north side of Lake of Nine and glide onto the beach situated between Alfheim Tower and Njörd's Oarsmen. Use a Shock Arrow on the Shatter Crystal at the base of the cliff and climb to the next level. Descend another short climb and continue up to the big door **(1)**.

OBJECTIVE: Destroy the Shrines That Bind Fáfnir

Just inside, a dragon named Fáfnir has been chained to an anchor. Three shrines bind the dragon to that anchor; destroy all three to set Fáfnir free. These shrines can be demolished in any order.

SHRINE 1

Loot the chest, drop to the ground level, and immediately turn left when the footpath splits. Kill the Shadow, Reavers, and Nightmare that show up. Destroy the shrine, climb the west wall, and translate the Lore Marker for a message from Fáfnir. Pilfer the resources from the nearby coffin above before exiting through the one-way gate and returning to the central area.



SHRINE 2

Reavers, Shield Reavers, Vikens, and a Revenant attack throughout the lower area. Avoid becoming surrounded by cautiously moving up the left side, killing the monsters as you progress forward. The second shrine **(3)** is found at the end of the footpath. Destroy it while fending off the Reavers and keeping an eye out for incoming attacks from the dragon. Clear out the enemies in the lower area before moving toward the next objective.

FÁFNIR'S SHOCKING RETALIATION

The dragon breathes lightning down the middle of the area, so don't loiter within his target line. A second attack comes with fair warning as a white aura floats up from the ground. Move out of this area or dodge to avoid taking damage from the Shock attack.

SHRINE 3

Scale the southern wall to find a Shadow praying to a shrine **(4)** in the corner, while a Champion Traveler stands ready to pounce on any uninvited guests. His shield protects him from most attacks, so wait for him to open up with his own move before going after him. A Reaver may also show up as you take down the Traveler. You can go ahead and open the nearby gate that leads to the entrance, but you need to return to the lower level.

OBJECTIVE: Return to the Anchor

Watch out for a powerful Viken and Revenant who have moved into the vacant space. Once they have been dispatched, wait for the dragon's breath to subside before approaching the anchor **(5)**. Atreus releases the dragon, completing the quest. Loot the nearby chest before returning to Lake of Nine.

VIKENS RETURN

Return to this area later to find three Vikens that respawn in the middle of the area. Watch out for them to power up with Seiðr magic. Their triple slam attack can be deadly if you are not ready for it. Don't let your guard down as

Reavers join the fight. These enemies continue to respawn each time, approximately 30 minutes after being defeated.

THE FIRE OF REGINN	
Quest Location	Konùnsgard Stronghold
First Available	After second water drop of Lake of Nine
Main Objective	Destroy the shrines that bind Reginn
Levels of Enemies	4
Reward	100 XP, Enchantment—Scale of the Mighty

Reginn is found chained up in Konùnsgard Stronghold, the same location where the Huldra Brothers' final quest, "Hail to the King," takes place. Refer to that Favor earlier in this chapter for full coverage of both quests.

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Favors

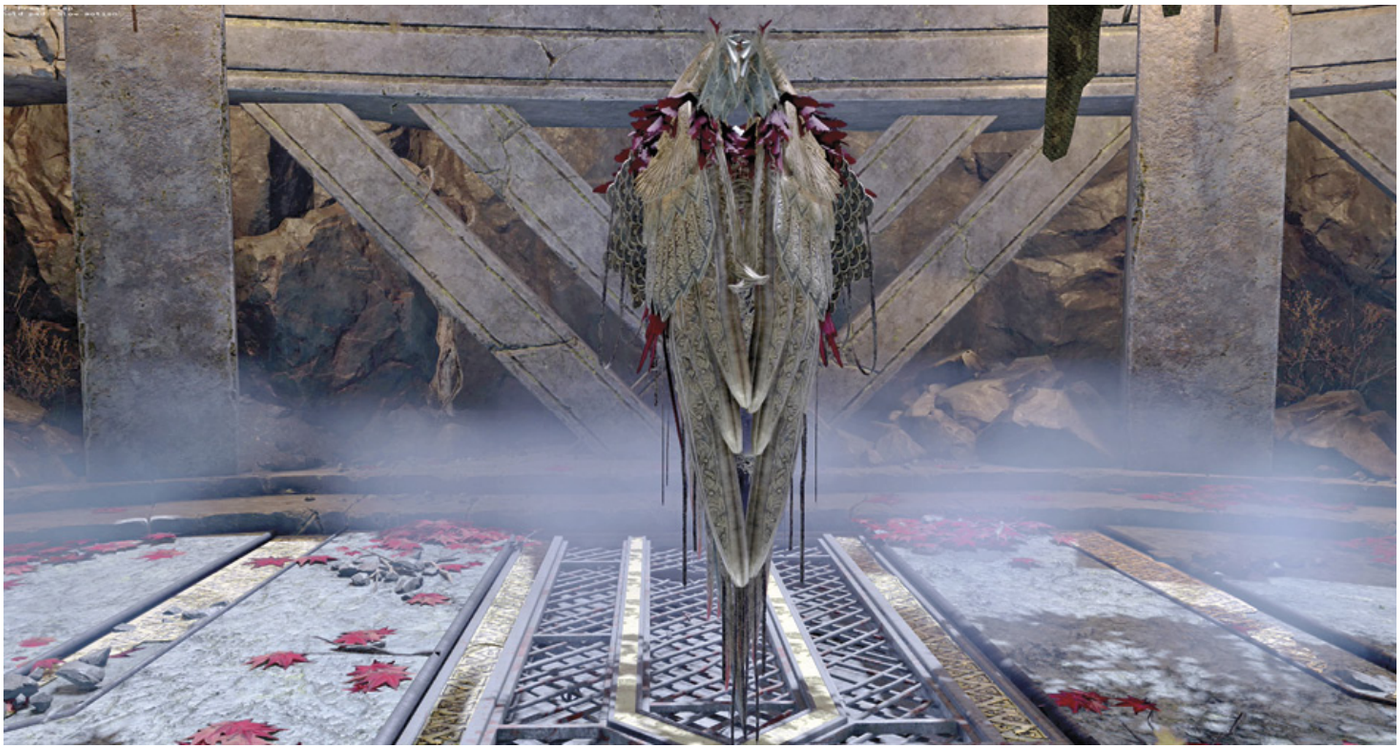
Valkyries

At four discrete locations throughout Midgard, four Valkyries have been imprisoned deep inside Hidden Chambers of Odin. Two more Valkyries are held in Odin's chambers within the realms of Alfheim and Helheim. In Muspelheim, survive numerous trials to reach the seventh Valkyrie. Then search through the Cursed Blight of Niflheim to find the eighth. All eight must be defeated and freed from their corrupted forms before you face the Valkyrie Queen at the Council of Valkyries.

It's possible to face Göndul in Muspelheim as soon as you discover the four pieces of the Muspelheim Language Cipher and travel to that realm. It's an extremely tough challenge through five Normal Trials and five Hard Trials before you can face the Valkyrie, making it best left until you upgrade Kratos' weapons and armor to a high level.

Less-challenging Valkyries are found within the Hidden Chambers of Odin, and the first chamber you come across is just outside Thamur's Corpse, soon after finding the Chisel. Gunnr presents a nice introduction to these formidable foes. Progress through the sub-boss fights as we've listed below, and the difficulty ramps up considerably.

Three Favors lead you through this massive undertaking. These quests, as well as strategies for all nine Valkyries, are found in this chapter. For more information on where to discover the Hidden Chambers of Odin and what else is found inside, refer to the **Labors** chapter. More information on how to access the Valkyries in Niflheim and Muspelheim is found in their respective sections. While the Equipment you receive from each Valkyrie is determined by which one you defeat, the upgrade materials and other loot scale with the number of Valkyries slain.



Valkyries tend to be resistant to Frost and Burn, except Göndul is weak to Frost and Hildr has a weakness to Fire. All Valkyries are weak to axe throws while flying, so interrupt their attacks when possible. This weakness is not present on the highest difficulty.

MEET THE EIGHT VALKYRIES

Gunnr

Gunnr is a good Valkyrie to fight first, as she telegraphs four basic attacks, plus her location is closest to where you collect the

Chisel. Immediately hit her with a heavy attack combo, since she begins the fight in a vulnerable state.

Wing Combo: When she rears back with a wing in the air, watch out as she follows through with a wing combo (possibly adding in a couple swings of the scythe). Every Valkyrie uses a four-hit wing combo, slashing twice with each wing. The attack cannot be blocked, as it will break. Learn how to dodge this attack as early as possible. Wait for the first swing and dodge diagonally backward. Immediately dodge the second hit.

Double Scythe Swipe: Watch for her to spin her scythe counterclockwise in front of her. She quickly lunges forward and swings the weapon in two big, sweeping motions. Be ready to parry her attack or dodge each swipe.

Location	Thamur's Corpse (near dock)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Slugger
Loot	10,125 XP, Gunnr's Helmet

Scythe Chop: If she lifts into the air with her scythe out, she swings the weapon downward in a powerful motion. Step to the side to avoid the maneuver, and hit her hard, as her recovery is long after the swing.

Wing Stab: Don't let your guard down after her wing combo, as she may perform a backhand into a wing stab. This stab move does comparatively low damage; later Valkyries have the potential to kill with one hit. Move to the side to avoid this attack, and quickly punish her, though the window is brief. Note that the stab move is global across all Valkyries.

Use Atreus to knock Gunnr out of the air with his Shock Arrows, which gives you great opportunities to hit her from behind. Continue to evade Gunnr's telegraphed attacks, and punish her anytime there's an opening. All Valkyries are susceptible to heavy attack, with every other heavy staggering the foe. She recovers after four attacks.

Eventually, after you cause enough damage, she becomes stunned. Quickly move in and perform a stun grab to free the Valkyrie. If you wait too long before finishing her off, she recoups a good portion of her health. Collect the helmet before leaving the chamber.

LEARN FROM THE BATTLES

It's a good idea to pick up on the Valkyries' attacks as you progress through the lineup; learn to recognize what's coming next. Gunnr is a bit more deliberate with her attacks, with higher recovery times. You'll see these moves with later Valkyries as they mix in new ones, and they'll come at you more quickly. This idea culminates with the Queen, who possesses nearly every attack of her eight sisters.

Geirdriful

Location	Foothills (right at the split)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Shooter
Loot	10,125 XP, Geirdriful's Helmet, Axe Hilt—Guardian Valkyrie's Hilt

Geirdriful is a little more mobile than Gunnr and performs the same wing combo, backhand, and stab attacks. She mostly fights from distance with projectile attacks, introducing a few new ones.

Blinding Shockwaves: Geidriful rises in the air and flaps her wings, launching shockwaves toward her target. The attack causes a few seconds of blindness. Avoid this attack by quickly looking away, using quick turn. Keep your distance and stay on the move if the lights go out. She tends to close in for her combo during this vulnerable time.

Scythe Uppercut: After spinning her Scythe in front of herself, she swipes the ground in an uppercut motion, sending a shockwave out in a straight line. This can be avoided with a well-timed sidestep.

Chakram: Watch for her to raise a pair of chakrams above her head and fling them as one projectile straight ahead. The weapon is linear but incredibly fast. It's possible to dodge at long range by stepping to the side. The chakrams are nearly impossible to avoid up close due to tracking.

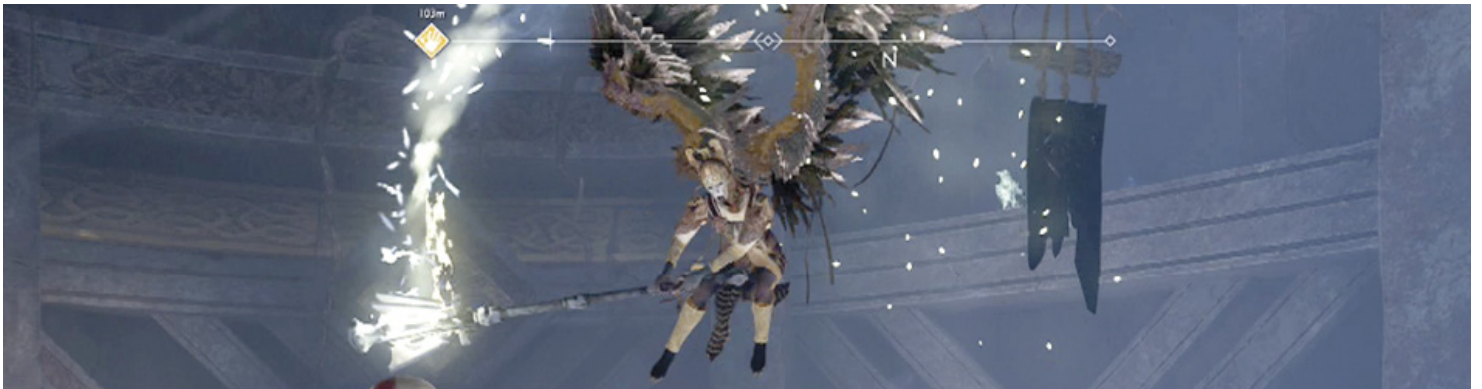
Swoop Grab: If she performs a barrel roll in place, prepare to move to one side or the other, as she swoops in and attempts to grab you. If successful, she drags Kratos along the ground, causing severe damage. After a miss, she pauses on the ground, providing a great opportunity to get in a few big hits.

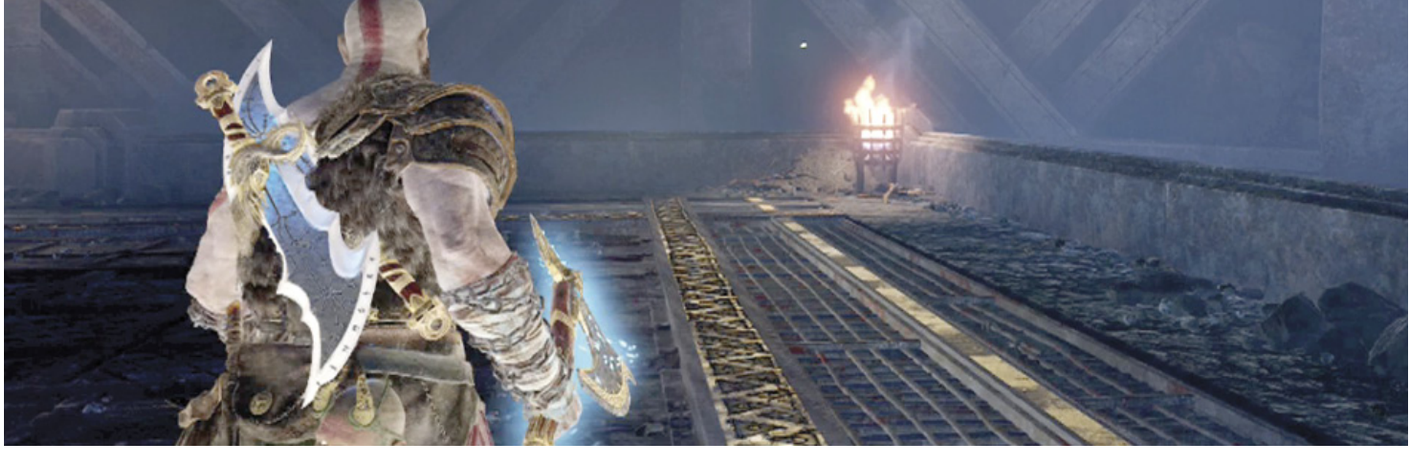
Spin Attack: Watch out for her to lunge toward her target and quickly spin around four times with wings spread. This move sucks you in if you're caught too close and can cause serious damage.

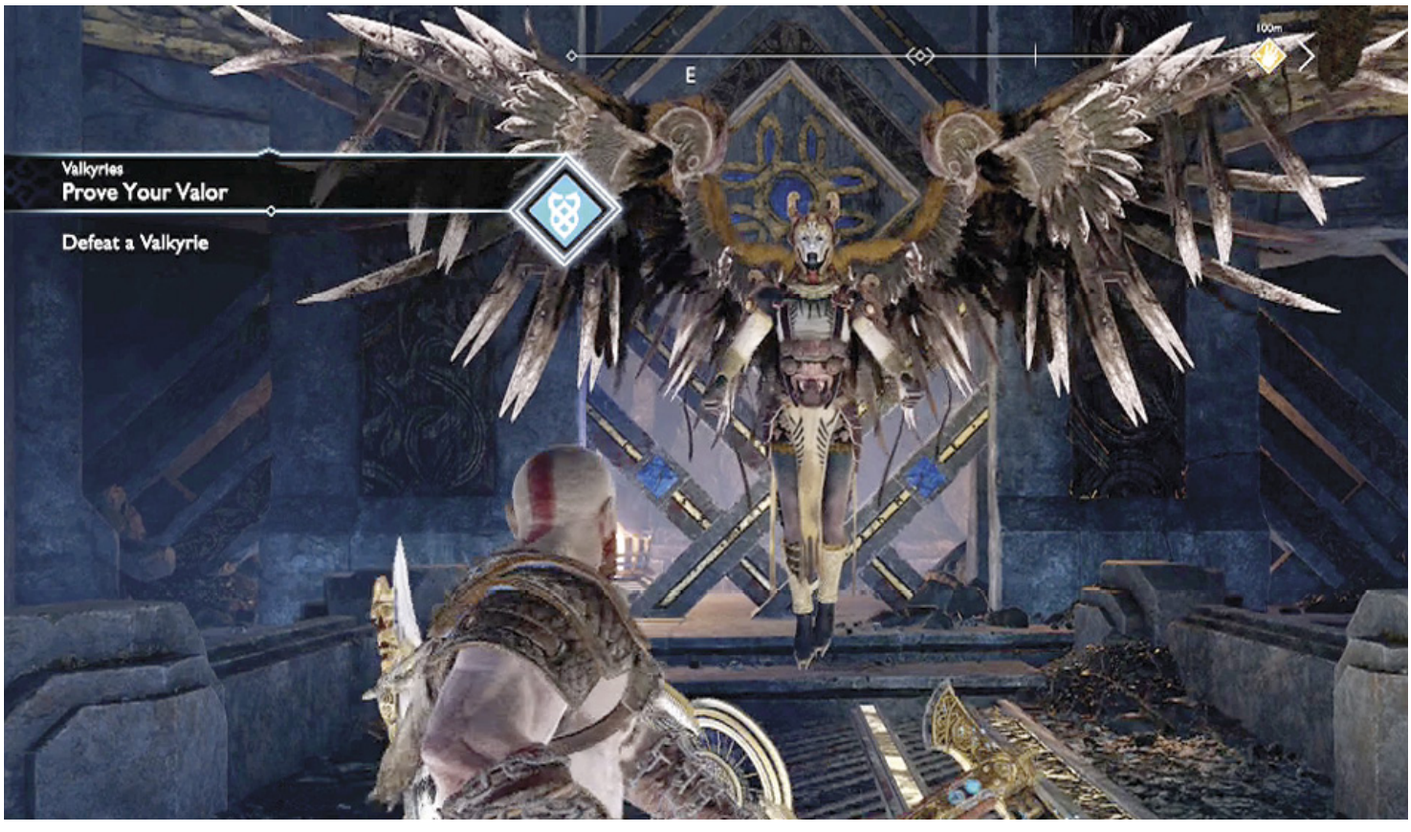
Eir

Location	The Mountain (near corner elevator)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Defender
Loot	10,125 XP, Eir's Helmet, Axe Pommel—Valkyrie's Might

Eir introduces a block that defines her defensive tactics. She adds the block after many of her moves, keeping you from punishing her. She also adds a mace to the fight, introducing a few new attacks. Watch for her to perform the wing combo back-to-back, followed by a mace attack.







Block: She closes up with her wings protecting her from attack. This negates physical attacks, and if she's provoked enough, her quills open up and knock you back. This is often followed up with the powerful stab attack. Perform a Block Break for a

huge stun when she closes her wings.

Mace Wave: Eir swings around in the air and raises her mace before launching an unblockable mace attack. This move can kill in one shot if you face this Valkyrie as soon as she's available; at the least, it dazes you. Use a light axe throw to knock her out of the air and stun her. Quickly recall your axe and punish her.

Mace Combo: The Valkyrie dashes in and hits with an overhead swing, following up with a second overhead smash. Roll away from the first swing to avoid the shockwave, quickly dodge the second hit, and then move in with your own attack.

Kara

Location	River Pass (Witch's Basement, requires Shock and Light Arrows)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Summoner
Loot	10,125 XP, Kara's Helmet, Talisman—Talisman of the Realms

Kara is the most unique Valkyrie, with the ability to summon Draugr to her side. She's not much of a brawler, instead opting to let her minions do much of the work. She possesses a couple of the long-distance attacks from previous Valkyries: the scythe chop, shard projectiles, and chakram throw. Take advantage of her long recovery from these attacks with a heavy dose of punishment.

DraugrSummon: Kara typically begins the fight by spawning four to five Level 3 Draugr. Due to the layout of the arena, you can use powerful attacks to knock a couple of the foes off the edge right from the start.

She doesn't summon more if at least two Draugr remain, so it's best to leave a couple around at all times. If you reduce the number to one Draugr, she summons up to four more. Allow Atreus to pull agro on the Draugr while you deal with Kara.

Chakram Variation: Her chakram throws come in two variations. The heavy straight-line throw that you've seen before is unblockable but can be sidestepped. If she holds the chakrams out to her sides for a moment, she throws them in a curved pattern—hitting you on both sides. These are blockable, but you can't avoid Draugr in the meantime. It's best to parry the throw, though if you're too early with the first, the second is already coming.

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If attempting this fight at a low level, use quick flash to stun her, and perform a light combo—R1, R1, R2. Kite her around until she uses a big attack, and repeat.

Rota

Location	Helheim (return with Atreus)
How to Access	Fire a Shock Arrow at the Shatter Crystal to find the Hidden Chamber of Odin
Fighter Type	Grappler
Loot	10,125 XP, Rota 's Helmet, Blades Pommel—Grips of the Valkyrie

Rota works hard to get ahold of Kratos and cause massive damage up close. Don't get too comfortable with the fight, because she changes things up as the fight progresses, becoming more aggressive. She possesses the same wing combo and stab attacks as previous Valkyries, as well as the dash spin attack that Geirdriful has and chakram variations from Kara. Without the Draugr to deal with, it's possible to interrupt the chakram attack with a quick Shock Arrow from Atreus.

Swoop Grab Variations: You may have seen Geirdriful attempt the swoop grab, but Rota takes it up a notch. If you see her barrel-roll, get ready to dodge-roll or step out of the way. Don't let your guard down, because she may attempt this move three times in succession (always one swoop or three). If successful, she drags you along the ground, causing severe damage. Keep her in view and pause before dodging the second and third swoops. Get used to the dodge timing with this attack, as you'll see it again.

Heel Stomp: Watch for her to shoot high into the air—this means the devastating stomp attack is incoming. If not avoided, she lands on Kratos and digs her heel into him. She continues to stomp until you're able to counter her kicks with the Circle button. Mashing the button also facilitates an escape, but it's possible to get out sooner with a successful counter. As with the swoop

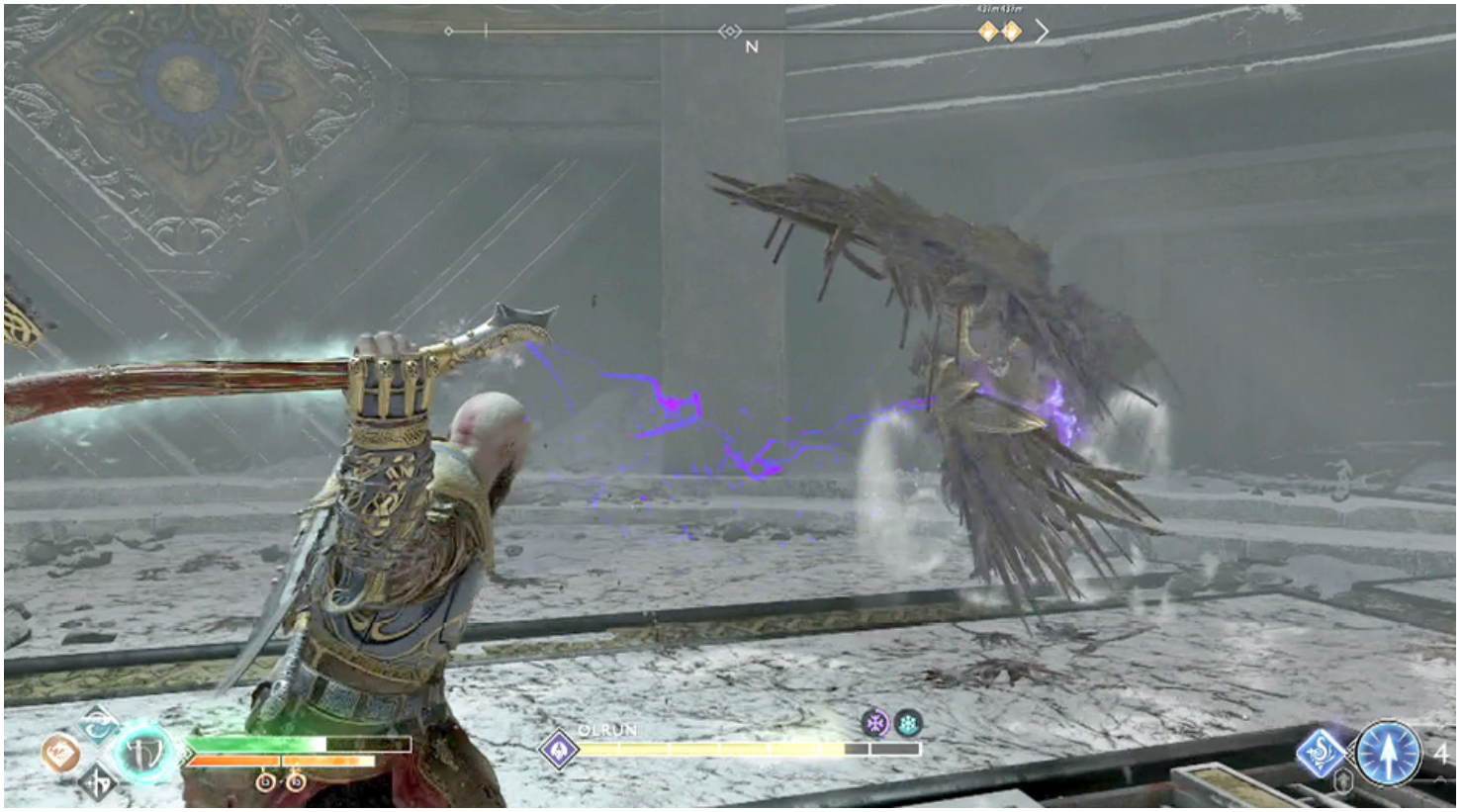
grab, she may attempt the stomp up to three times in quick succession.

After her grab attempts, quickly close in and hit her hard during the brief period of vulnerability. Late in the fight, watch out for her to pull out a mace or scythe at the ends of her combos.

Olrun

Location	Alfheim (Hidden Area: Light Elf Shore)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Evader
Loot	10,125 XP, Olrun's Helmet, Waist Armor—Waist Guard of the Valkyrie

Olrun may be the hardest to adapt to and most difficult to punish, as she's able to dash away much more quickly than previous Valkyries. Knowledge of the others is imperative, as she attacks rapidly and mixes her attacks extremely well. She possesses the wing combo, stab, and the blockable chakram throw. Remember that you can hit her with an arrow to knock her out of the air as she prepares to throw the chakrams. Later in the fight, she may attempt the stomp attack, so watch for her to shoot into the air.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Evade: Evading isn't new to the Valkyries, but Olrun does it much better than the rest. After dashing away twice, she runs or dashes right at you. For example, she may finish the wing combo with a double evade, then follow up with another move—possibly a second wing combo or the devastating stab. Always keep her in sight and stay on the move. Use quick turn to keep her in your sights if she tries to loop around behind you.

Spin Projectile: She introduces a projectile attack after her spin attack if farther away, sending shards out in a straight line. These can be blocked, but if you're too close, the spin sucks you in.

Göndul

Location	Muspelheim (Trial VI)
How to Access	Complete Normal and Hard Trials 1-5
Fighter Type	Fire
Loot	10,125 XP, Göndul's Helmet, Wrist Armor—Gauntlets of the Valkyrie, Enchantment—Leviathan's Eye, 2 Asgardian Steel, Perfect Asgardian Steel, Raging Inferno of Muspelheim

Survive the 10 trials (five Normal and five Hard) as you climb Muspelheim Volcano to earn a chance to fight the seventh Valkyrie. Göndul's move set includes all the mace moves of earlier Valkyries, plus a two-hit combo. She's the first to combine the wing combo with a mace area-of-effect attack.

Göndul is able to perform the spin attack, which she may combine with a stomp. She also introduces a powerful meteor summon to her repertoire. Combine all this with a heel-stomp variation, harder hits, and more health, and this makes for a giant leap in difficulty.

Meteor Summon: Göndul has the ability to summon meteors from the sky, dropping them in a straight line. She begins the battle with this move, so it's best to throw your axe from a distance to get her attention. This attack divides the arena, since you take damage if you attempt to move through the fire. Make her aim at you at one side or the other so less of the arena is cut off.

Keep an eye on her as the meteors fall; she likes to mask her dash-ins with this attack. While you're focused on the meteors, she follows up with another move—such as shard projectiles, wing combo, wing stab, or mace attack. Evade to the side, away from her and the fire, then follow up with a couple of light attacks.

Heel-Stomp Variation: Göndul performs the same stomp attack as earlier Valkyries, but just after shooting into the sky, she drops lava before her stomp. Therefore, you must evade the fire before evading her. After the stomp, there's a huge opening to punish her. If she catches you with the stomp, counter her kicks to escape.

Avoid evading or attacking into the fire that remains from Göndul's meteors, and don't let your guard down after evading the burning rocks. Hit her hard during her brief vulnerabilities, such as after a missed stomp or stab. When she raises her mace in the air, hit her with a light axe throw and punish her as she falls to the ground. With patience and persistence, the Valkyrie finally collapses in defeat. Perform a stun grab to finish her off.

Hildr

Location	Niflheim
How to Access	Enter the northwest area (Cursed Blight limits time)
Fighter Type	Ice
Loot	10,125 XP, Hildr's Helmet, Chest Armor—Cuirass of the Valkyrie, Axe Pommel—Wing of the Fallen

Hildr is found in the most distant area of Niflheim, so it's best to equip gear that extends the time you can spend in the Cursed Mist. For maximum time with Hildr, ignore the monsters in the first area and move past the traps on the left. When the path splits to the left, avoid more traps as you enter a dead end. Once you step into the area, the Valkyrie drops in.

Hildr possesses all the scythe attacks of earlier Valkyries, including the uppercut, double swipe, and two-hit combo. She also uses the wing combo and swoop attack, though she only makes one pass. Similar to Eir, she sometimes transitions into a block after an attack. She introduces a hail attack that sends a slew of ice projectiles at her target.

Hail Projectiles: Watch for Hildr to summon hail projectiles from her midsection, which track toward you. The ice particles can be blocked until the final clump. This clump is unblockable, causes severe damage, and adds the slowed status effect. Block until you see the red flash that indicates the final projectile, and then mash Evade to avoid taking damage. She begins the fight with this attack.

If there's not enough room between you and her, she dashes backward before launching the hail. She tends to use the scythe uppercut after this attack and often follows up with a two-hit scythe combo, so remain on alert.

Use a Block Break to stagger Hildr when she closes up, avoid taking damage from her hail projectiles by evading the final clump, and punish her after dodging her scythe attacks.

FAVOR: PROVE YOUR VALOR	
Objective	Kill a Valkyrie
First Available	After recovering the Chisel
Reward	On kill, chance to drop: Valkyrie Armor, Epic Loot, Upgrade Materials (Asgardian Steel and Perfect Asgardian Steel)

OBJECTIVE: Kill a Valkyrie

To complete this objective, you must defeat one of the eight Valkyries. Any Valkyrie will do, but Gunnr is a decent challenge to begin this endeavor. Be sure to collect the Helmet dropped when each Valkyrie is defeated.

OBJECTIVE: Search for and Kill the Remaining Valkyries

The Favor continues as you search for the remaining seven Valkyries and free them from their corrupted forms. Your reward is the valuable loot dropped by each of the sub-bosses.

Objective	Kill eight Valkyries and bring Helms to the Council
First Available	After defeating a Valkyrie
Reward	On kill, chance to drop: Valkyrie Armor, Epic Loot, Upgrade Materials; 1880 per Helmet and 1075 XP for completing quest

OBJECTIVE: Journey to the Valkyrie High Council

Once you defeat the eight Valkyries and collect their helmets, journey to Council of Valkyries on the north side of Lake of Nine.

Take a boat to the beach located on the west side of the Njörd's Oarsmen and climb the cliff. Shimmy to the left and continue to climb up until you reach the massive door that leads to the Valkyrie High Council.

OBJECTIVE: Place the Eight Helms

Move into the main clearing and interact with the eight thrones around the perimeter. Once all eight helmets have been placed, a Realm Tear appears in the center of the arena. Interact with it to bring out Sigrun, the Valkyrie Queen.

FAVOR: GOD VS. QUEEN

Location	Council of Valkyries
Objective	Kill the Valkyrie Queen
First Available	After completing "The High Council"
Loot	50,000 XP, Sigrun's Helmet, Axe Pommel—Retribution

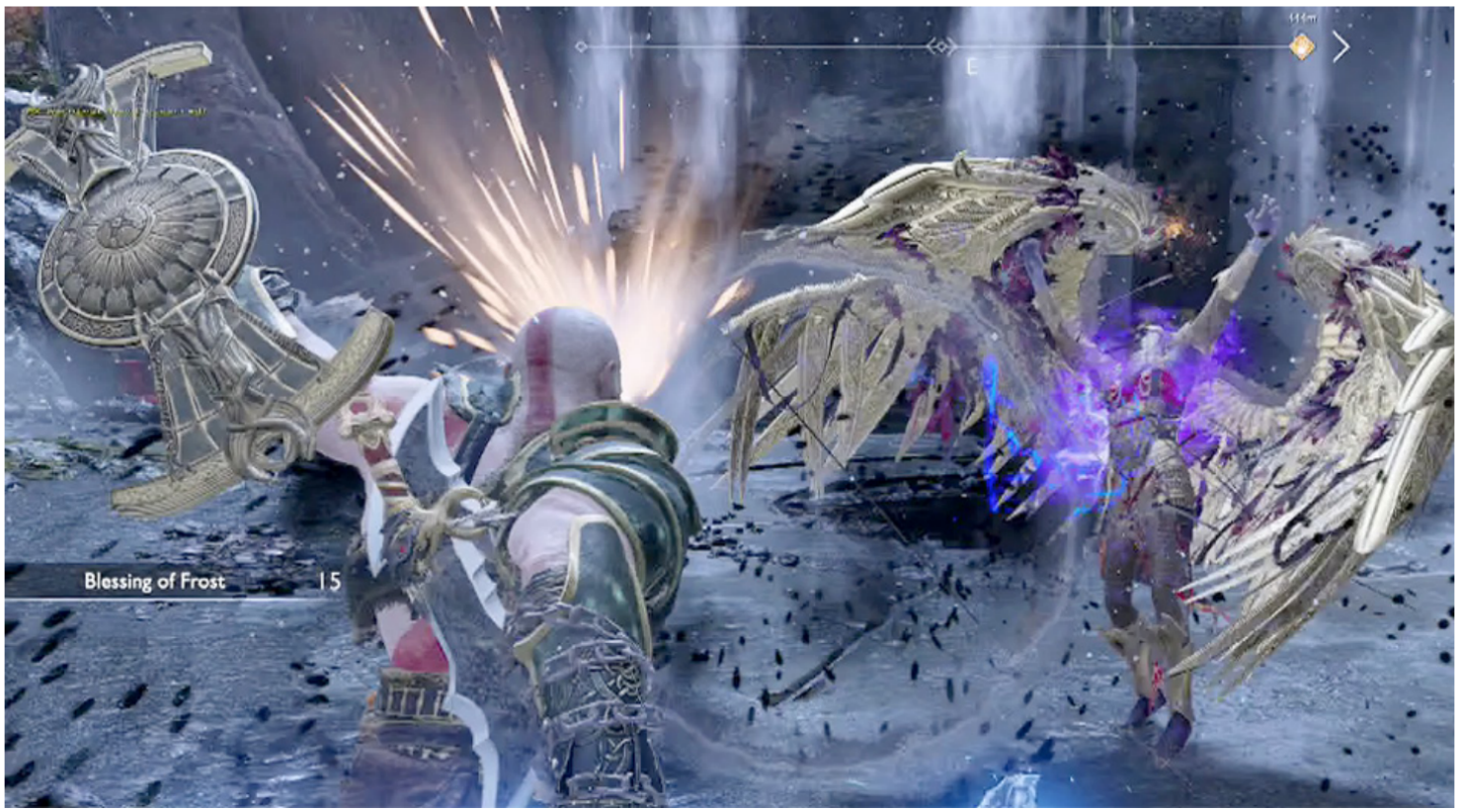
OBJECTIVE: Kill the Valkyrie Queen, Sigrun

Sigrun possesses all of the moves used by the other Valkyries, except she's unable to summon monsters; therefore, this fight requires knowledge from all other fights. You can only punish her on blocks and missed stomps and swoops. If that isn't enough, she's as fast as Olrun.

The Queen pops out of the Realm Tear and immediately shoves you into the ground. Be ready to evade her hail projectiles, meteors, shards, stabs, chakrams, scythe attacks, wing combos, mace, swoop grabs, and stomps. Stay on the move, especially when blinded, and if possible, don't let the boss out of your sight. The key to victory is in reading her moves and knowing when to attack. Hit her with an arrow when she twirls in the air with her mace out.

Use a Block Break when she blocks. If caught in her heel stomp, quickly counter the kicks. This arena is bigger than the Hidden Chambers of Odin, so it's possible to miss moves that would be otherwise unavoidable, such as the blinding shockwaves and mace wave.

The final Valkyrie is an extremely tough fight, but at this point, you've played a lot of the game and Kratos should be decently upgraded. Since it's possible to avoid damage from all of Sigrun's attacks, you can defeat her without the best gear, but it requires much patience.



FAVOR: THE HIGH COUNCIL

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Favors

Muspelheim

By collecting the four Muspelheim Language Ciphers, required for “The Realm of Fire” Favor, you unlock a new realm in Tthe Realm Travel Room. Select Muspelheim and exit the temple to enter the realm of fire and brimstone. The main objective in this realm is to climb to the top of the volcano, but in order to do so; you must complete 10 trials (five Normal and five Hard). Then, once you reach the top, you must defeat a fire-summoning Valkyrie named Göndul. Freeing the Valkyrie unlocks a series of Impossible Trials that lead to the final Gauntlet, where extremely valuable resources are rewarded for exceptional results.

Coffin

lore

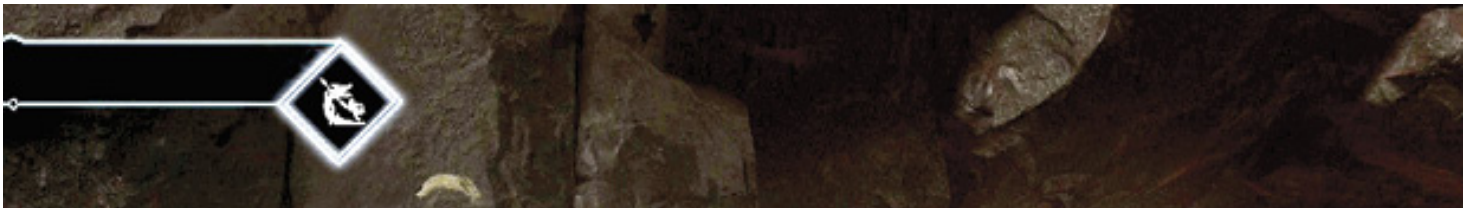
Muspelheim Trial

Mystic Gateway

Shop

Cross the bridge to find Brok, who has set up a shop next to a Mystic Gateway and Jötnar Shrine, which Atreus interprets as a story about a Fire Giant named Surtr.

Head west and scale the wall, up and to the right, to find a coffin. Loot the Smoldering Ember and continue your climb back to the left. Once past the river of lava, drop down and run into the first arena, where the first two trials take place.



Smoldering Ember is the main resource of the realm and is necessary for crafting and upgrading all Muspelheim gear. It's found in containers throughout your climb. The following table lists the Muspelheim gear that can be crafted or bought from Brok or Sindri. These items provide bonuses that are beneficial during your time in Muspelheim. They become available once you collect the four Muspelheim Language Ciphers.

Epic Muspelheim Gear

TYPE	NAME	DESCRIPTION	BONUSES
Armor Set	Smoldering Brimstone Pauldron/Gauntlets/Battle Belt	Offensive armor with bonus to normal attacks	Chance to grant a burst of Runic and Strength when damaged
Armor Set	Breastplate/Gauntlets/War Belt of Fallen Ash	Defensive armor	Chance to inflict concussive fire damage to nearby enemies when damaged
Armor Set	Blazing Magma Pauldron/Wrappings/War Belt	Defensive armor with faster cooldowns for Runic Attacks	Chance to create a fiery shield when damaged
Talisman	Sinmara's Cinder	Summon raging inferno of Muspelheim, increasing Defense, preventing interruptions, and causing damage and burn to all nearby enemies	
Enchantment	Muspelheim's Eye of Power	Increased resistance against burn damage	
Axe Pommel	Surtr's Grip of Flame	Low chance to gain Aura of Fire on any hit	
Blades Pommel	Grips of the Forgotten Flame	Low chance to gain Aura of Fire on any hit	

There are 15 Favors associated with Muspelheim. There are 6 arenas, five of which hold one Normal and one Hard Trial. Complete all 10 to access the top trial, a fight with the Valkyrie. This unlocks five more Impossible Trials. Complete three of these to unlock the final trial at the top.

WARM UP

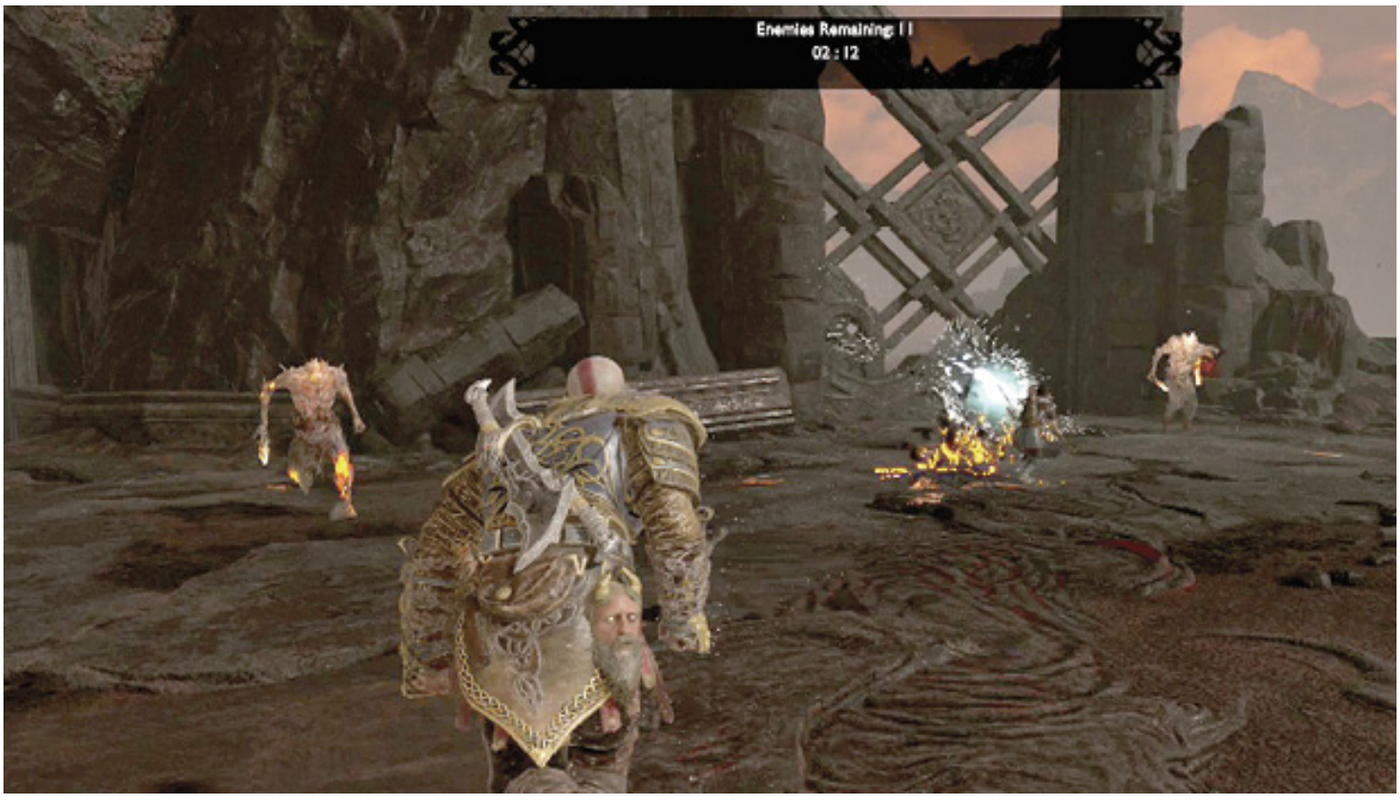
When interacting with an Arena Sword, you are given the opportunity to begin the trial or warm up. The latter option allows you to test your equipment against live opponents with Runic Attacks and Talisman abilities recharging immediately. Interact with the sword again to exit warm up.

TRIAL I (NORMAL): TIME ATTACK	
First Available	Begin “Mountain High” Labor
Objective	Defeat 15 enemies within 3:00
Reward	615 XP, Hacksilver, Smoldering Ember

Interact with the Arena Sword in the center of the first arena and accept the challenge to begin the first trial. The objective is to kill 15 Draugr before the three-minute timer runs out. The Draugr enter through the openings on the side of the mountain and the south ledge. A variety of Draugr, many of which possess a power-up, join the fight.

You must take the enemies out as rapidly as possible. For the Draugr that climb the cliff, quickly knock them over the edge.

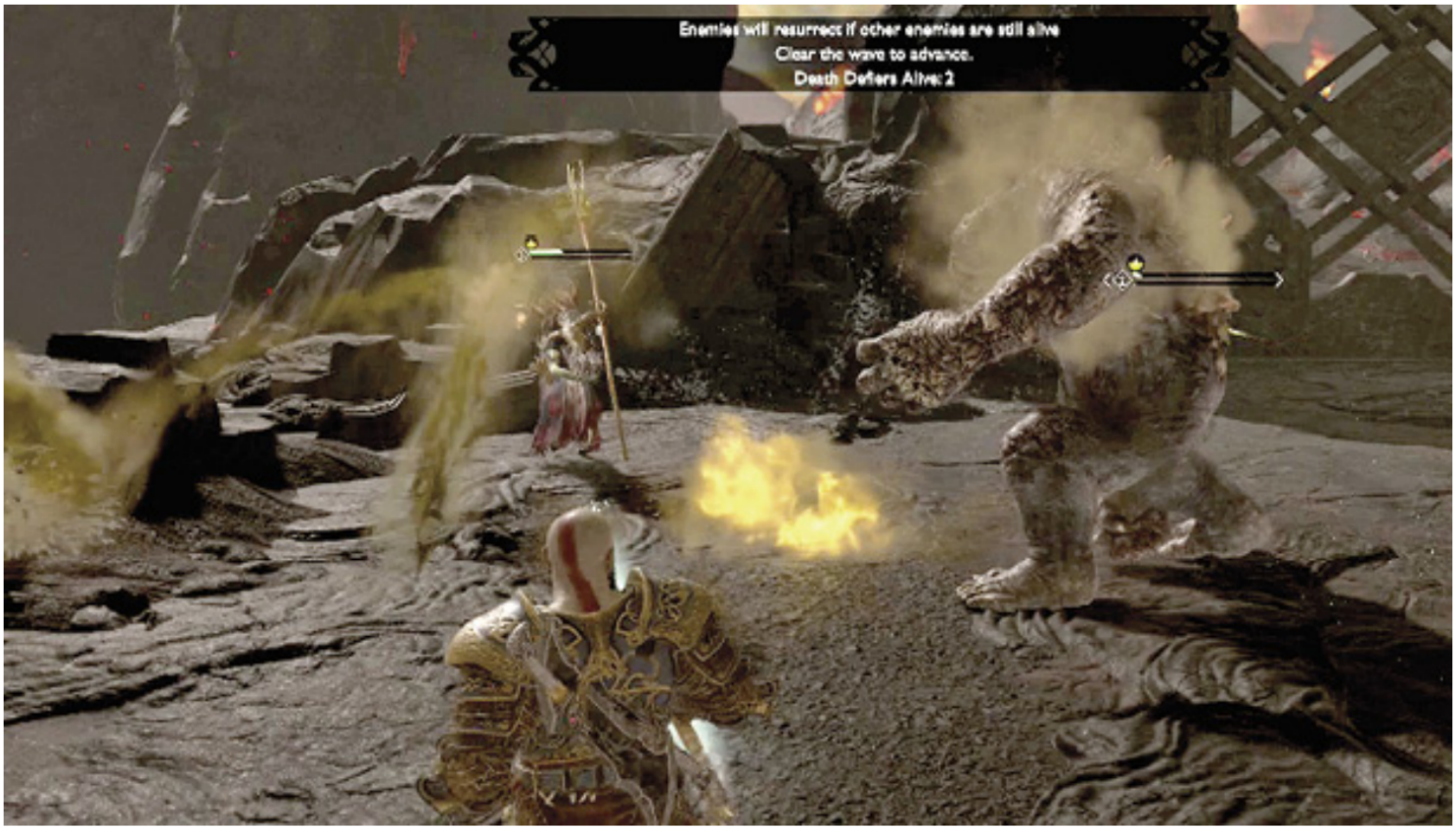
Otherwise, use area-of-effect Skills and Rage Mode as soon as you can.



After each trial, a Legendary Chest appears with your reward of Smoldering Ember, which is used to craft and upgrade Muspelheim gear.

TRIAL I (HARD): RESURRECTION	
First Available	Complete Trial I (Normal)
Objective	Defeat enemies in quick succession (three waves)
Reward	1075 XP, Hacksilver, Smoldering Ember

After completing the Normal Trial, the sword reappears. Accept the next challenge to begin the Hard Trial. As the name implies, Hard Trials are a step up in difficulty over Normal. This trial requires that you defeat enemies in quick succession; a defeated monster resurrects after a few seconds if others remain alive. A “Death Defiers Alive” count is displayed at the top of the screen for quick reference.



There are three waves of enemies that must be defeated to complete the trial:

Wave 1: Speed Draugr, Projectile Draugr, Heavy Draugr (Explosive)

Wave 2: Ogre, Poison Revenant

Wave 3:Tatzelwurm, Rabid Wolf x3

Since the enemies must be killed within a few seconds of each other, it's best to whittle down the health of each foe before finishing them all off. Area-of-effect Skills are extremely useful if you can group everyone together.

Because it takes longer to weaken the bigger monsters—such as the Heavy Draugr and Ogre—start pounding on them first. There's no time limit for this trial; your health dictates the amount of time you have. Be sure to hit the Heavy Draugr with an axe throw when it powers up its explosive chest.

TRIAL II (NORMAL): SURVIVAL	
First Available	Complete Trial I (Hard)
Objective	Survive for 5 minutes
Reward	615 XP, Hacksilver, Smoldering Ember

Follow the trail up and around to the second arena; a Mystic Gateway sits nearby in case you need to visit Brok or Sindri. Your only objective for Trial II (Normal) is to survive for five minutes.

Sounds easy enough, but throw in an onslaught of monsters (Level 3-5 Reavers, Shadows, Dual-Wield Draugr, and Poison Wolves) and things can get hairy fast.

Watch out for the lava that cuts into the arena; take care not to get pinned down on the short side. The lava can work to your advantage, though—knock an enemy into it for an instant kill.

The idea is simply to survive, so use axe throws and arrows to keep the Poison Wolves at a distance. If they're able to get in multiple bites, you're hit with poison.

Reavers are capable of healing themselves to full health, so finish them off when the opportunity arises. Clear out of the area after killing a Reaver, since they detonate shortly after dying.

Use counterattacks to not only avoid taking damage, but also stagger the enemy. Skills and Runic Attacks that clear out the area around you are extremely helpful when the fight gets overwhelming.

Stay on the move, and keep Atreus busy distracting one or two of the foes.

TRIAL II (HARD): STUNNER	
First Available	Complete Trial II (Normal)
Objective	Defeat enemies while they quickly regenerate health
Reward	1075 XP, Hacksilver, Smoldering Ember

For the Hard Trial, enemies can only be defeated with stun grabs. You must survive five waves of enemies in all to complete the trial, so it's especially important to avoid their attacks. The waves are made up of the following:

Wave 1: Hel-Reaver x6

Wave 2: Rabid Wolf x3, Hel-Shadow Scout x3

Wave 3: Heavy Draugr x2

Wave 4: Hel-Reaver x3, Projectile Draugr x3

Wave 5: Draugr (Speed) x3, Hel-Reaver Guard x4

Use barehanded attacks and Atreus' Shock Arrows to speed up the stun process. When possible, use stunned enemies against the others, such as by targeting the second Heavy Draugr when throwing the first. Or, simply throw them off the cliff for an easy kill.

Trial III (Normal):

SHIELD BREAKER	
First Available	Complete Trial II (Hard)
Objective	Kill grunts to break the Elite's shield (five waves)
Reward	615 XP, Hacksilver, Smoldering Ember

Follow the trail across a couple of gaps until you reach a steep cliff. Search the left path for bonus Hacksilver before starting the climb. Scale the wall up and to the right until you reach the third arena high above.

A Dark Elf Lord is the elite in this fight, and as long as there are other enemies around, he cannot be damaged. A message on-screen indicates the number of active enemy allies remaining whenever the elite is invulnerable.

Kill the first wave of enemies, and the elite is no longer invulnerable. Inflict enough damage on the leader, and the second wave of monsters is introduced, making the elite untouchable once again. This process continues at set health thresholds through the following five waves of enemies. After killing the final set of enemies, finish off the elite to complete the trial.

Wave 1: Nightmare x2

Wave 2: Dark Elf x3

Wave 3: Dark Elf Warrior x2

Wave 4: Poison Revenant

Wave 5: Dark Elf x3, Dark Elf Warrior

The Dark Elf Lord has a blinding attack that makes your task much tougher. When you see the projectiles hit the ground, turn and move away to avoid the effect. Stay on the move and keep Atreus' arrows coming in order to distract at least one of the active enemy allies. Don't waste any attacks on the elite as long as others are around.

Trial III (Hard):

LOCATION CHALLENGE	
First Available	Complete Trial III (Normal)
Objective	Kill enemies while they are inside the gold rings (three waves)
Reward	1075 XP, Smoldering Ember

For the third Hard Trial, a gold circle is always present somewhere in the arena. For each of three waves, you must kill five enemies inside that gold circle within the given time limit. If an enemy is killed outside the ring, another spawns into the arena, though it won't necessarily be the same type.

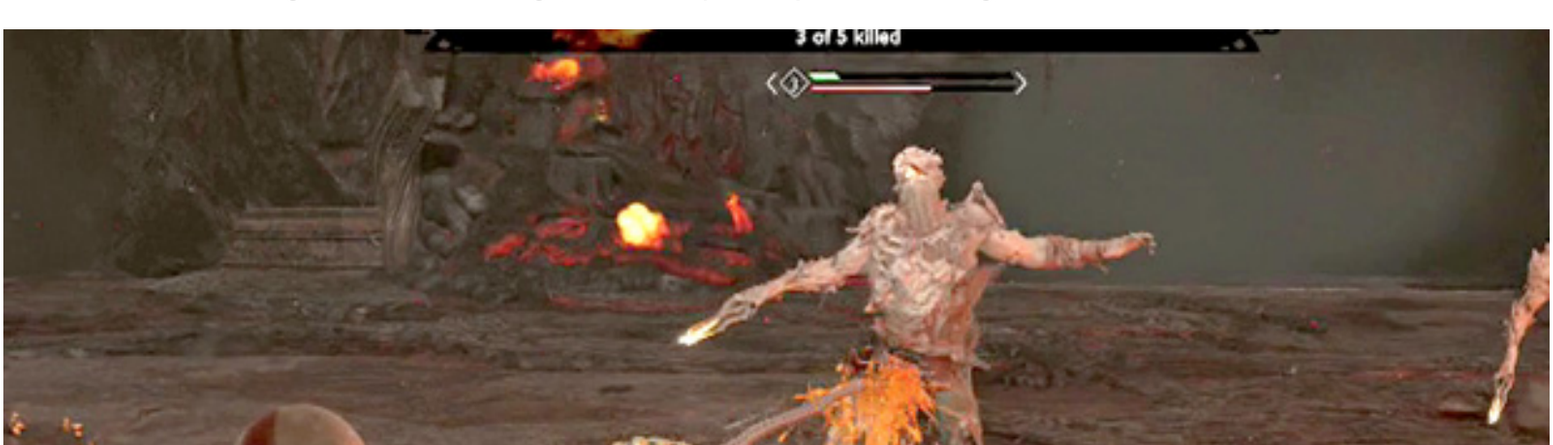
For each wave, the following types of enemies can spawn into the arena. The time limit for each wave is also given. Note that the gold ring moves after each kill during the third wave.

Wave 1: Draugr, Dual-Wield Draugr (Time Limit: 2:00)

Wave 2: Draugr, Dark Elf (Time Limit: 3:00)

Wave 3: Draugr, Heavy Draugr, Dark Elf Warrior (Time Limit: 4:00, rings move after each kill)

The Draugr tend to come to you, while the Dark Elves are more mobile and often keep their distance. Let the enemy come to you inside the ring, and use counterattacks to stagger the foe. Use Light Arrows and barehanded strikes to quickly stun enemies within the ring, and finish them off with stun grabs. Be careful though; if the enemy ends up outside the ring, it does not count as a kill.



Use area-of-effect abilities against grouped enemies, especially with the stationary rings in Waves 1 and 2. The Blades of Chaos Skill Spear of Chaos can be used to pull enemies into the ring. Always remain aware of the ring location during the third wave.

Trial IV (Normal):

100 ENEMY CHALLENGE	
First Available	Complete Trial III (Hard)
Objective	Defeat 100 enemies
Reward	615 XP, Hacksilver, Smoldering Ember

Exit to the west; a Mystic Gateway is available if you need to visit the shop. Climb the steps up to the fourth arena and interact with the Arena Sword to start the Normal Trial, which calls for a simple objective: defeat 100 enemies. An on-screen message displays the number of enemies that remain.

Enemies continue to stream into the arena throughout this trial from the cave openings and the cliff. Pay attention to the threat indicators and move to the enemies to avoid being overwhelmed. Possible Enemies include Draugr, Projectile Draugr, Heavy Draugr, Hel-Traveler, Heavy Draugr (Explosive), Dual-Wield Draugr, Hel-Shadow Scout, Speed Draugr, Hel-Shadow Archer, Ogre, Fierce Ogre, and Draugr (Shield).

Notable Enemy Entrances

ENEMIES INTRODUCED	ENEMIES REMAINING
Hel-Traveler	90
Hel-Traveler x2	67
Ogre, Fierce Ogre x2	48
Fierce Ogre, Hel-Traveler	20
Hel-Traveler	10

Sprint to the edge of the cliff when you see enemies climbing up and knock them off the side for easy kills. Foes can also be deposited into the two lava pools. Watch for the Hel-Traveler to raise the rune above his head, and interrupt it with a light axe throw.

When you spot the pair of Ogres emerge from the cliff, pummel one of them until stunned, then perform a stun grab to mount the beast. Now you can wreak havoc on the others.

TRIAL IV (HARD): PROTECTOR

First Available	Complete Trial IV (Normal)
Objective	Don't let enemies capture Atreus (three waves)
Reward	1075 XP, Hacksilver, Smoldering Ember

Besides surviving three waves of enemies during this Hard Trial, you cannot allow Atreus to be captured. If he is grabbed three times or becomes incapacitated, you fail the trial. The only enemy that's a threat to Atreus is the Son Killer Heavy Draugr, so make these guys your priority whenever possible. An "Atreus Capture Count" message lets you know how many times he's been grabbed. If you can attack the Heavy Draugr immediately after it grabs Atreus, you can free him and keep the count from increasing. Note that the capture counter resets to zero after each wave. An exclamation point icon in the lower-right corner of the HUD indicates that Atreus has been captured, so quickly find and free him from the Draugr's grasp.

Wave 1: Son Killer Heavy Draugr x3, Speed Projectile Draugr x4 (no more than two of each at one time)

Wave 2: Son Killer Heavy Draugr x3, Draugr x2, Ogre (no more than two Heavy Draugr and one Draugr at a time)

Wave 3: Son Killer Heavy Draugr x5, Hel-Shadow x2, Hel-Traveler (no more than two Heavy Draugr and one Hel-Shadow at a time)

During the first wave, stay close to Atreus while focusing your attacks on the Heavy Draugr. If possible, keep the stone pillar between you and the Projectile Draugr.

The Ogre can be a nuisance during the second wave, but if you can quickly stun the beast, you can use him against the Heavy Draugr and keep them away from Atreus. Just be sure to always keep Atreus in view.

Don't get so distracted with an enemy that you lose focus on Atreus. Keep him in your sight at all times. Aim Atreus' arrows at the Heavy Draugr in an attempt to stun the enemy.

With the Hel-Traveler's relentless attacks, things can get overwhelming as you attempt to keep the two Heavy Draugr away from Atreus. Meanwhile, a Hel-Shadow launches projectiles into the mix. Stay on the move and keep close to Atreus, attacking the heavies and Traveler whenever possible. An area-of-effect Skill or Rage Mode can prove helpful in a pinch. Watch out for a second Hel-Traveler to join the fight as the first gets low on health.

Trial V (Normal):

TIME SLIPS AWAY...	
First Available	Complete Trial IV (Hard)
Objective	Kill enemies to increase time (two waves)
Reward	615 XP, Hacksilver, Smoldering Ember

Exit out the east, hop across the river of lava, and scale the steep cliff. During the climb, there's a point where you can shimmy to the left or continue up. Head left to find a coffin before continuing to the ledge above. The trail splits at this point—right goes to a new Mystic Gateway and left eventually leads to the fifth arena.

Trial V (Normal) is another time attack, but this time, each kill extends the timer by 30 seconds. The timer starts at one minute and resets to 1:00 once the first and second waves are defeated.

Wave 1: Hel-Reaver x5, Traveler Champion

Wave 2: Gloom Nightmare x6, Wulver x2

Wave 3: Draugr x2, Soul Devourer

Quickly take out the Hel-Reavers at the start to build your timer, and use your big moves against the Traveler Champion; only attack when he reveals his vulnerable side. When he raises the rune above his head, hit it with a quick axe throw to interrupt the move.

Use quick, light axe throws and Atreus' arrows to knock the Nightmares down, while expending your best attacks against the agile Wulvers. The third wave introduces a Soul Devourer, which can take time to defeat if you rely on the usual method. If you have saved your rage, use it on the miniboss to stun it. This allows you to immediately get in some attacks directly at its heart.

TRIAL V (HARD): UNTOUCHABLE	
First Available	Complete Trial V (Normal)
Objective	Defeat all enemies without taking damage
Reward	1075 XP, Hacksilver, Smoldering Ember

The final trial before the Valkyrie fight requires that you avoid taking any damage; take one point of damage and you fail the challenge. This trial is all about staying on the move and using evades and dodge rolls to avoid all attacks. There are four waves of enemies, making for a total of 20 enemies. Remember, it's more important to avoid an incoming attack than to get in your own. An "Enemies Remaining" counter is displayed on-screen for quick reference.

Wave 1: Heavy Draugr, Draugr x3

Wave 2: (16 remaining): Nightmare x2, Projectile Draugr x4

Wave 3: (10 remaining): Speed Dual-Wield Draugr x2, Shield Draugr x2

Wave 4: (6 remaining): Draugr x4, Heavy Draugr x2

Always keep one of the Draugr distracted with Atreus' arrows, and stay away from groups of enemies. Whenever possible, attack a lone Draugr or two at the most.

In Wave 2, two Projectile Draugr set up at each end of the arena. Zigzag toward the two outer Draugr and knock them off the cliff for easy kills. Keep at least two of these guys in view at all times while watching for projectile indicators.

TRIAL VI: VALKYRIE GÖNDUL	
First Available	Complete Trial V (Hard)
Objective	Defeat the Valkyrie, Göndul
Reward	1880 XP, Hacksilver, Smoldering Ember, 12 Crest of Flame, 3 Greater Crest of Flame, 1 Crest of Surtr, plus Valkyrie dropped loot

Head east and scale the cliff, up and to the right. At the next ledge, run to another cliff face and climb up until you reach the top level and the final Mystic Gateway. Göndul stands at the far end.

Göndul opens the fight with her Meteor Summon attack once you either get too close or hit her with your weapon. Step to the side of the arena and heave your axe at her to begin the fight. Refer to the "Valkyries" section of the Favors chapter for more information on this challenging boss fight.

Impossible Trials

Defeating Göndul unlocks a new molten sword in the middle of the area. Interacting with the sword informs you that three keys are required to attempt Impossible Trial VI: Gauntlet. A key can be earned by completing one of the five Impossible Trials that have been unlocked at the previous five Trial arenas. You can attempt them in any order, but you must complete three different trials to get the three keys. Defeating a fourth Impossible Trial does not get you another key.

Trial I (Impossible):

UNTOUCHABLE	
First Available	Free Muspelheim Valkyrie, Göndul
Objective	Defeat 20 enemies without taking any damage
Reward	1880 XP, Hacksilver, Smoldering Ember, 3 Greater Crest of Flame, Key of the First

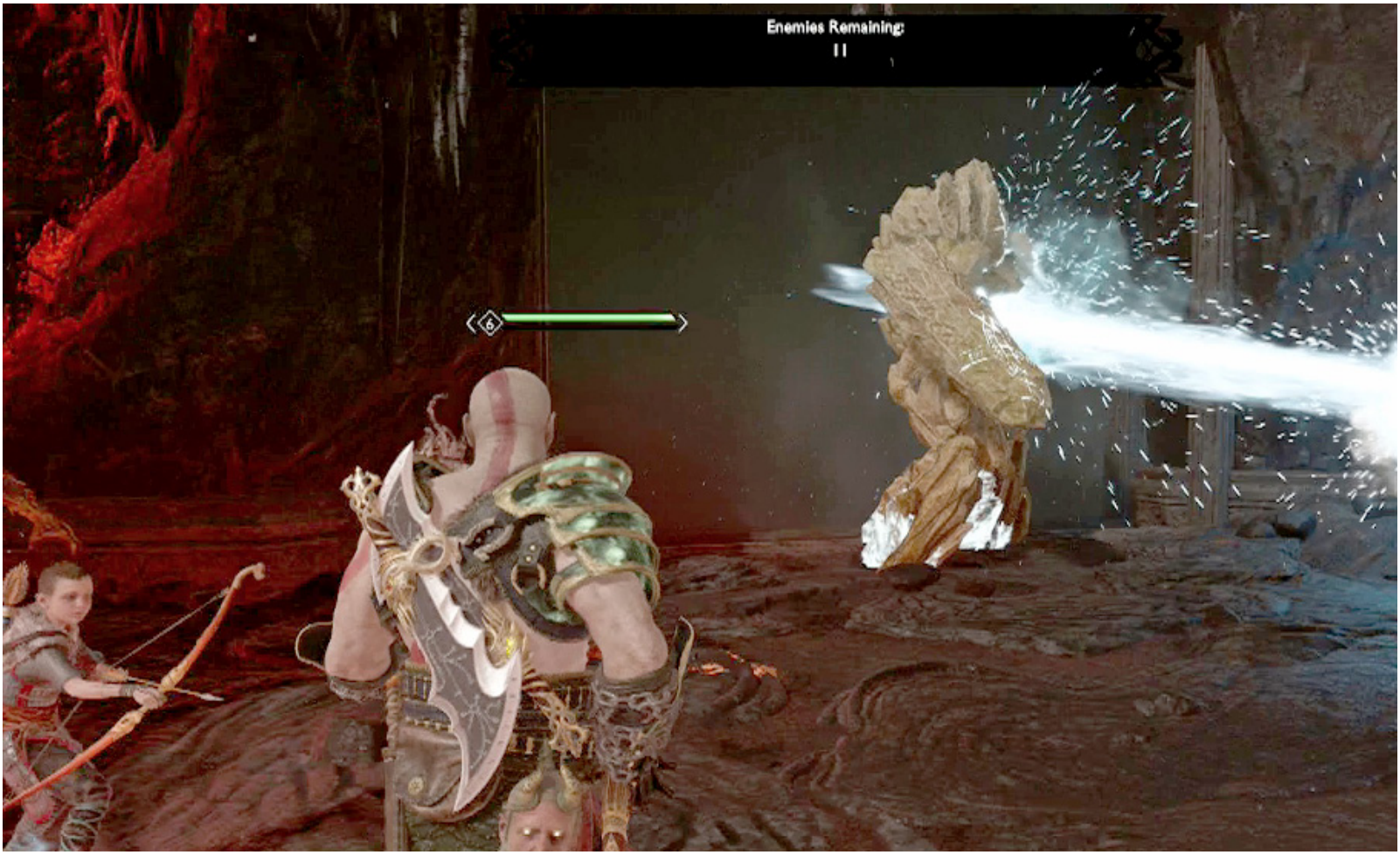
You must defeat all 20 enemies without taking any damage. The objective is the same as Trial V (Hard), but the enemies are higher Power Level and more aggressive.

Enemy types are introduced in the following order:

- Heavy Draugr (Projectile, Speed)
- Draugr (Arm Power-up, Shield, Speed)
- Draugr (Arm Power-up)
- Wulvers
- Fierce Wulver
- Draugr (Speed)
- Soul Devourer

Multiple Speed Draugr and three Wulvers make for an extremely fast group of enemies. Avoid becoming surrounded and be ready to dodge attacks from all directions. Blocking and parrying attacks is key to winning the battle, but be sure you don't get caught by an unblockable strike.

Save your Rage for the Soul Devourer, that is introduced with 13 enemies remaining, and immediately launch a barrage of punches to stun it. Its beam and mortar attacks can be devastating while trying to fend off the numerous Draugr and Wulvers.



This is a tough trial; remember you only need to complete three different Impossible Trials to attempt the Gauntlet. Move on if this one proves to be too difficult.

TRIAL II (IMPOSSIBLE): TIME ATTACK	
First Available	Free Muspelheim Valkyrie, Göndul
Objective	Kill enemies before time runs out
Reward	1880 XP, Hacksilver, Smoldering Ember, Key of the Second

You must kill enemies as quickly and efficiently as possible during this trial. A four-minute timer counts down at the top of the screen. Defeat all of them before it reaches 0:00 to complete the trial.

The trial begins with a Revenant, while Hel-Brood swarm into the arena. Watch for threat indicators and listen to Atreus' warnings. Dodge away from their attempts to grab Kratos, while whittling away at the creature's health. Keep Atreus' arrows trained on the Revenant to keep her vulnerable.

A Viken, Hel-Revenant, and Tatzelwurms are next. Keep the wurms from burrowing with Atreus' arrows and quick axe throws. Watch out for a second Viken and a group of Reavers to join in. Keep the pressure on, and don't allow the Reavers and Vikens to heal themselves. Move away from the Seiðr once defeated to avoid their explosions.

TRIAL III (IMPOSSIBLE): KILL LOCATION CHALLENGE	
First Available	Free Muspelheim Valkyrie, Göndul
Objective	Kill enemies while they are inside the gold rings
Reward	1880 XP, Hacksilver, Smoldering Ember, Key of the Third

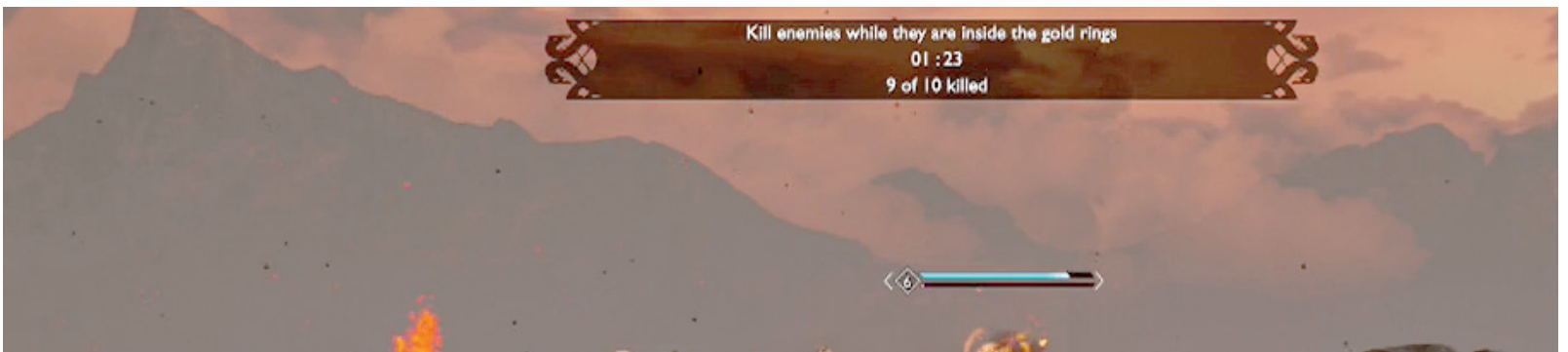
A gold ring appears somewhere in the arena at all times during this trial. In order to score a kill, the enemy must be killed within the ring. Kills outside the ring do not count toward the total, including Stun Grabs that send enemies outside the ring. Each of the three waves requires that 10 enemies be killed within the ring and before the timer runs out:

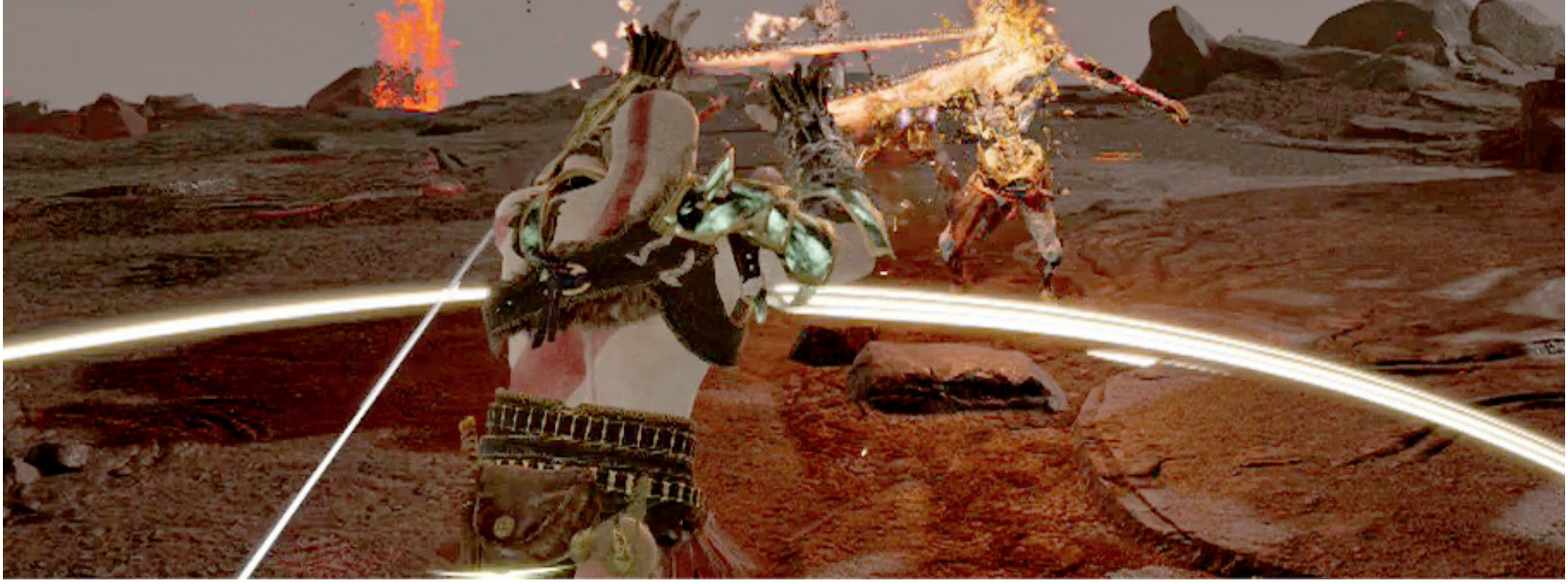
WAVE	GOLD RING LOCATION	TIME LIMIT	ENEMIES
1	Next to cliff edge	3:00	Rabid Wolves, Wulvers
2	North side	4:00	Draugr, Draugr (Arm Power-up), Heavy Draugr (Speed)
3	West side	4:00	Fierce Ogre, Dual-Wield Draugr, Tatzelwurms

Use the Spear of Chaos Skill to pull the wolves into the ring and finish them off inside. Use your big attacks on the Wulvers whenever possible. The group of beasts can overwhelm Kratos if not careful. Move outside the ring to work on the Wulvers, but be sure to perform the final hit inside the ring.

The second wave is all Draugr. Use bare-handed attacks and Atreus' arrows against the skinnier Draugr to stun them within the ring. Remember that throwing a Heavy Draugr will not count unless it lands within the ring.

The final wave includes a Fierce Ogre, a few Dual-Wield Draugr, and a group of Tatzelwurms. Finish off the Ogre and another joins the fight. You can mount the Ogre with a Stun Grab, but it can be tough to get kills within the ring. Pull the Draugr and Tatzelwurms into the ring with the Blades of Chaos and finish them off there.





TRIAL IV (IMPOSSIBLE): STUNNER	
First Available	Free Muspelheim Valkyrie, Göndul
Objective	Kill all enemies while they quickly regenerate Health
Reward	1880 XP, Hacksilver, Smoldering Ember, 3 Crest of Flame, Key of the Fourth

The enemies in this arena regenerate Health as quickly as you can deal it. You must use Stun Grabs to defeat them. Use bare-handed attacks and Atreus' arrows to Stun them.

Wave 1: Dark Elves, Hel-Brood

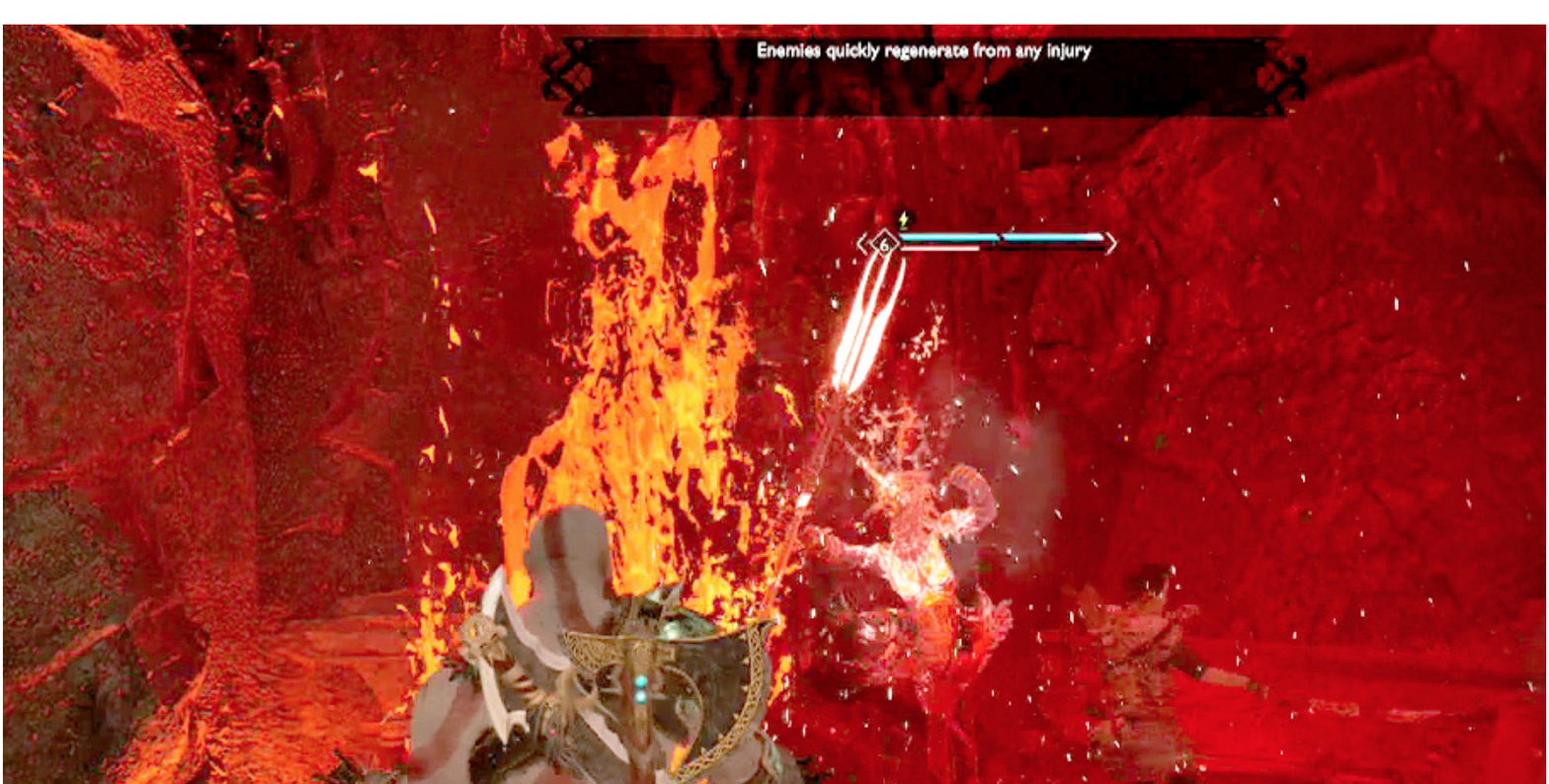
Wave 2: Dual-Wield Draugr, Cursed Tatzelwurms

Wave 3: Dark Elf Warriors, Reavers

Wave 4: Dark Elves, Heavy Draugr (Projectile)

Wave 5: Dark Elves, Draugr (Arm Power-up), Speed Draugr

Five waves of enemies stream into the arena from all sides. A variety of Draugr, Dark Elves, Cursed Tatzelwurms, Hel-Brood, and Reavers are included. They all regenerate health too quickly to simply pummel them. Fight bare-handed while Atreus pelts the enemies with arrows to speed up the stun process. Finish off each enemy as soon as the red ring and R3 icon appear. It is also possible to finish them off by kicking them off the cliff and into the lava.



TRIAL V (IMPOSSIBLE): TIME SLIPS AWAY...	
First Available	Free Muspelheim Valkyrie, Göndul
Objective	Kill enemies to increase time
Reward	1880 XP, Hacksilver, Smoldering Ember, Key of the Fifth

The trial begins with only one minute remaining. Each kill extends the timer by 30 seconds, but it cannot go over 1:30. Defeat all enemies before the timer reaches 0:00 to complete the trial. We have split the enemies into waves, but the timer does not reset like it did for Trial V (Normal). Enemies continue to enter the arena in the following order:

Wave 1: Draugr x5, Draugr (Arm Power-up) x2, Heavy Draugr (Speed) x2

Wave 2: Hel-Revenant x2, Wulver, x2

Wave 3: Speed Draugr, Draugr (Arm Power-up) x2, Speed Draugr (Arm Power-up), Dark Elf Lord

Wave 4: Draugr x4, Projectile Draugr x3, Fierce Ogre x2

Wave 5: Hel-Traveler, Traveler Champion, Shield Draugr x2

Since the timer cannot go over 1:30, it is best to whittle down everyone's health and only finish enemies off when the timer dips under a minute. Use area-of-effect Runic Attacks whenever possible to damage as many enemies as you can, and launch into Spartan Rage when tougher enemies enter the fight.

Mount one of the Ogres with a Stun Grab and use its flailing arms to pummel the other enemies. When the pair of Travelers enters toward the end of the battle, pull one away from the other to avoid taking on attacks from both at once.

TRIAL VI (IMPOSSIBLE): GAUNTLET	
First Available	Complete three Impossible Trials

Objectives

OBJECTIVE	GOLD GOAL	SILVER GOAL	BRONZE GOAL
Defeat 50 enemies as quickly as possible	8:00	16:00	32:00
Defeat as many enemies as possible before time limit expires	50	35	20
Defeat all enemies without being hit	35	20	8

Reward	1880 XP, Hacksilver, Smoldering Ember, plus resources based on goal achieved

You must collect three keys by completing three Impossible Trials (I- V) before attempting this trial. There are three possible objectives for Impossible VI, which are listed above. Bronze, Silver, and Gold goals are listed at the sword. Achieve one of these goals to unlock two Legendary Chests. The left holds Hacksilver and Smoldering Ember that increase in amount based on goal earned. The right chest holds increasing amounts of the following:

Resources

GOAL	RESOURCES
Bronze	Crest of Flame
Silver	Crest of Flame, Greater Crest of Flame
Gold	Crest of Flame, Greater Crest of Flame, Crest of Surtr

Once you have unlocked the trial, it remains until you earn a Bronze, Silver, or Gold. Therefore, you do not need to spend three more keys after a failed attempt. Completing Impossible Trial VI earns the Fire and Brimstone Trophy, even if you have only completed three other Impossible Trials.

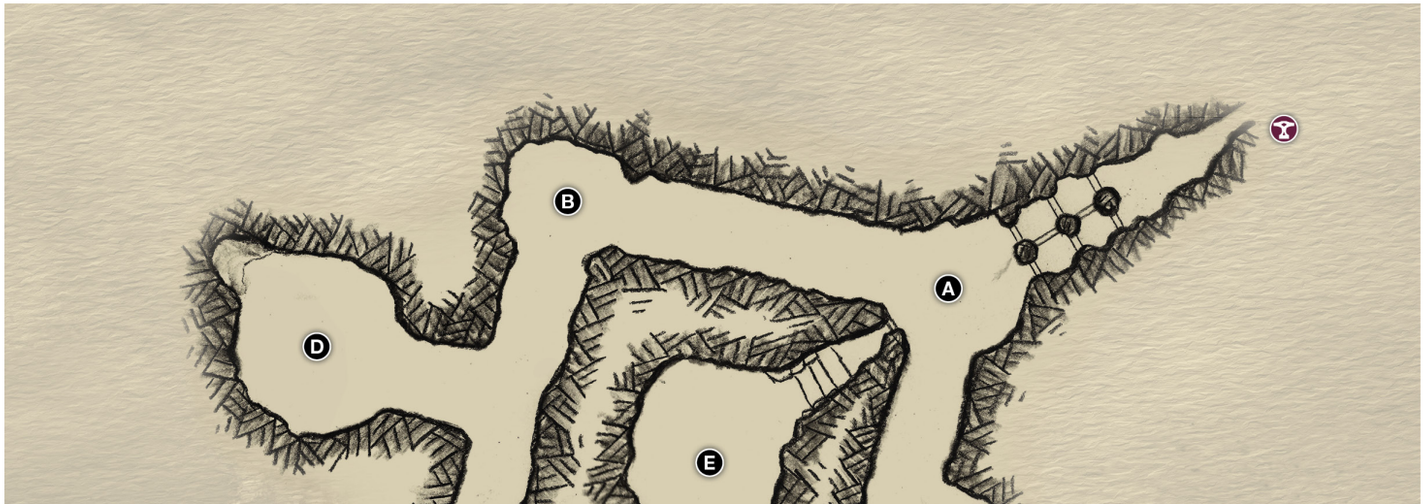
Two of the objectives require that you defeat enemies as quickly as possible, while the third objective does not allow you to get hit. You will see similar mixes of enemies as you did in earlier Muspelheim Trials, including Ogres and Hel-Travelers. Use what you have learned to earn Bronze, Silver, or Gold.

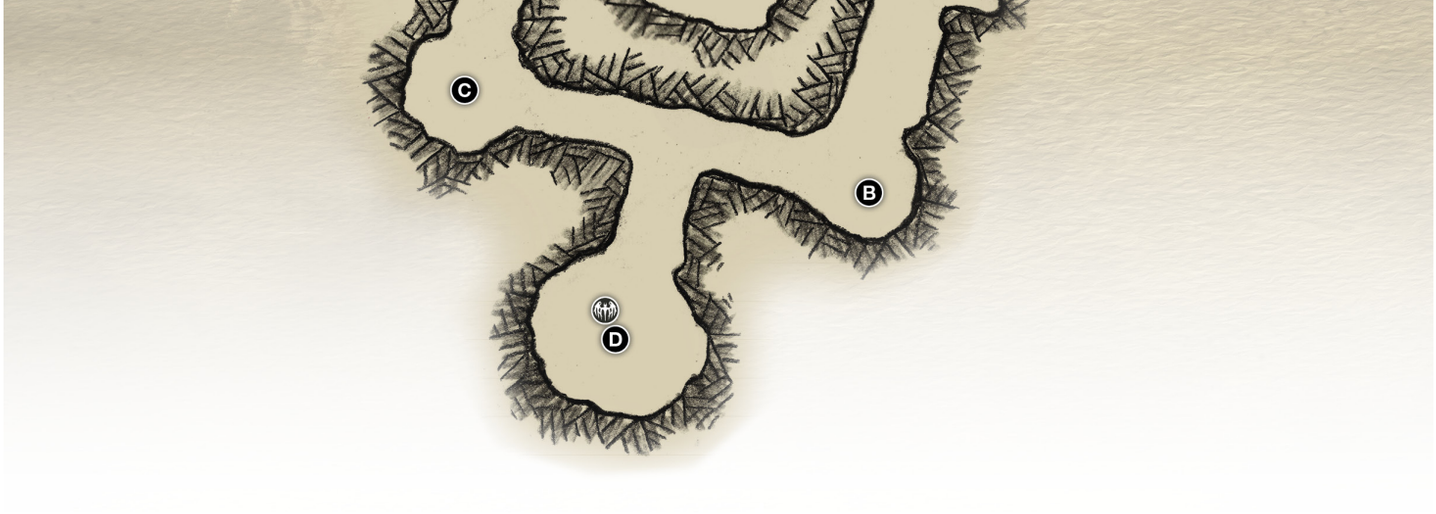
Favors

Niflheim

Find four Niflheim Language Ciphers hidden inside specific Cipher Chests to complete the Favor “The Realm of Fog.” At this point you can use the Bifröst at Týr’s Temple to travel to the realm of Niflheim. The high-level realm is full of challenging enemies, valuable loot, dangerous traps, and the Cursed Mist that limits the time you can spend inside the area.

The enemies, loot, and traps all reset each time you exit the Cursed Mist, making every visit unique. Beneficial resources are found throughout the realm, allowing you to craft Epic gear that improves your odds of survival in the Cursed Mist.





Shop

valkyrie

HOW IT WORKS

As you cross the bridge into Niflheim, several chests and coffins provide a handful of Mist Echoes. These are the main resource in the realm, required to access the most valuable loot and craft Epic Niflheim gear. A Lore Marker offers up a message from Mótsognir, warning readers from proceeding any farther. The Cursed Mist covers the bridge, but you can easily escape it by moving up the steps on either side.

Sindri has set up a shop in a safe area at the far end of the bridge. He's attempting to create armor that will lessen the effects of the "cursed mist." He has three quests for you, all of which require you to reach the Workshop's center chamber. These Favors are covered later in this section.

Move past Sindri to find another Lore Marker introducing you to Ivaldi's Workshop. Just past the marker, the challenge begins, with the mist covering every inch of the ground.

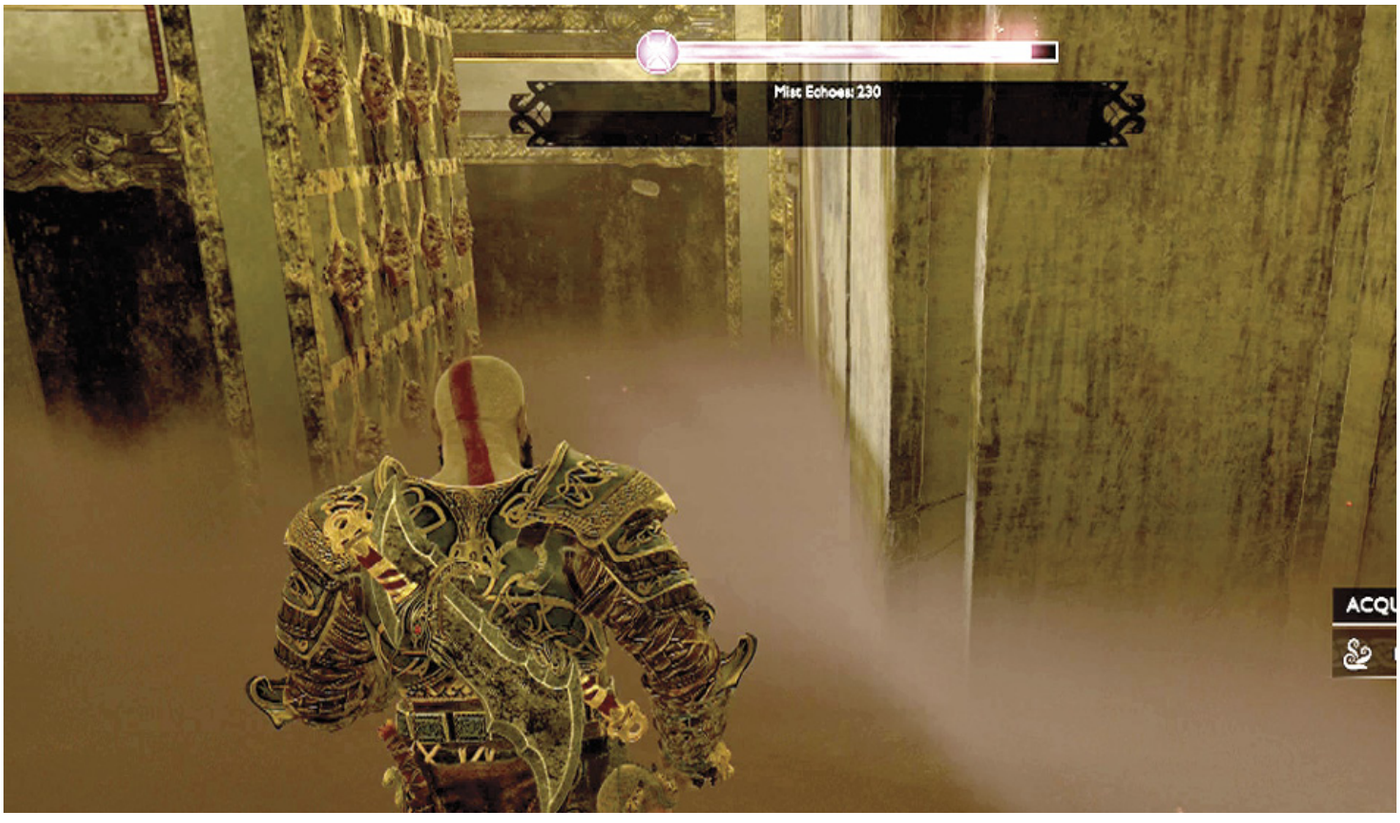
Pay attention to the bar that appears at the top of your HUD when inside the mist. It slowly empties to the left, and once it's gone, you begin to lose health—leading to death if left unchecked. If you do not escape the Cursed Mist before your health runs out, everything you have collected during your visit is lost. Therefore, it is imperative to keep tabs on the meter. Mimir will also warn you that you don't "look too good" when the blight timer gets low.

The timer lasts a little over two minutes, though it can be extended by equipping Niflheim gear. Craft and equip Niflheim gear in all three armor slots with Enchantments, and you can prolong the available time to around six minutes. Opening chests also restores around 25 seconds of resistance to the Cursed Mist.

The following table lists the Epic Niflheim gear that becomes available at Sindri's shop once you unlock the realm.

TYPE	NAME	BONUSES
Chest	Ivaldi's Cuirass/Spaulders/Pauldron of Endless/Cursed/Deadly Mist	Provides extra resistance to the Cursed Mist and health regeneration
Wrists	Ivaldi's Gauntlets/Bracers of Endless/Cursed/Deadly Mist	Provides extra resistance to the Cursed Mist and health regeneration
Waist	Ivaldi's War Belt of Endless/Cursed/Deadly Mist	Provides extra resistance to the Cursed Mist and health regeneration
Talisman	Talisman of Cursed Power	Unleash wave of Niflheim Cursed Mist energy, weakening enemies
Enchantment	Perfect Artifact of the Blight	Extend resistance to the Niflheim Cursed Mist
Axe Pommel	Mistbourne	Low chance to activate Healing Mist on any hit
Blades Pommel	Blightguard	Small chance to activate an explosion on hit, weakening enemies

Niflheim is split into six distinct areas, which we've labeled A through D. These areas are connected by two trap corridors, with a typically empty zone in between. These traps are made up of either spinning blades or moving walls. You must negotiate your way through the openings in these traps, or risk death when cut by one of the blades or squashed by the moving walls.



For example, after defeating the enemies and looting the chests in Area A, you choose the left path. Spinning blades move forward and back in a staggered pattern, with a small cubbyhole in the middle. Follow the blades until you're able to duck into the opening, then sprint out the other side when safe to do so. This next area is empty, so you have a moment to rest. Just ahead, a set of walls opens and then slams shut. Wait for it to open up, then immediately sprint into Area B, where more monsters and treasures await.

Chests and coffins are also found within the trap corridors, tucked into corners or atop ledges, out of reach of the trap. These containers typically hold fewer Mist Echoes but may still be worth looting—especially if you misjudge a trap and need to escape.

One of the safe areas in between areas A and B, or B and C, holds a Nornir Chest. (There's a higher chance it appears between B and C.) Three rune bells sit on the surrounding walls or cliffs. Hit all three within a short time limit, and you may loot the chest for a Legendary Enchantment.

After visiting one of the back areas (D), a Nornir Chest appears in A. Memorize the runes on the front of the chest before heading out. At both B's and C, a spinning contraption sits on the surrounding cliffs. Hit the paddles with an axe throw to change the displayed rune on each one. Match the three runes from the chest and return to the initial area to loot an Epic Enchantment from inside.

Expect to face nothing less than Level 6 monsters in Niflheim in large groups of mixed types. It's easy to become overwhelmed, so you must learn to manage the crowd with Runic Attacks and Atreus' arrows. Stay on the move and attempt to take them on one or two at a time. Large area-of-effect abilities are especially beneficial as you attempt to wipe out substantial groups of enemies within the time limit.

Depending on the area you loot, A through D, rare resources become available from Legendary Chests. The amount of Mist Echoes inside the chests also increases the farther you explore. Refer to the following tables for which resources are available in each area. Containers with more than one resource listed indicate an either/or situations.

THE MORE CHESTS OPENED, THE BETTER THE REWARD

The more chests you open in Niflheim, the higher and rarer the reward in the next opened chest. This resets after escaping the maze and banking your Mist Echoes. Therefore it is worth your time to stop at every available chest to loot what is inside. Note that the contents of chests in combat areas are better than those in trap corridors. Rarer chests increase the rewards faster than lower quality chests.

NIFLHEIM ALLOY AND HAZE WEAVES

Niflheim Alloy and Haze Weaves can be found throughout the maze, though the odds are greater the more containers you open within the same trip. Niflheim Alloy are required for early upgrades of all Niflheim armor and Talismans. Haze Weave is required for mid-level upgrades to Niflheim armor, hilts, and Talismans.

Area A

Vault over the short walls to reach the first area. A pedestal sits on the far side, in front of a door. Your first objective is to craft an Entry Stone and place it on the pedestal to open the door, giving you access to the center chamber.

A random selection of enemies—such as Wolves, Dark Elves, Vikens, and Tatzelwurms—appear in the area. At first, it's worth your time to kill them, but later on, you may want to sprint past them in order to reach the more lucrative areas. A few chests and coffins sit around the perimeter.

AREA A RESOURCES			
CHEST	**RESOURCE**	**MIN**	**MAX**
Common	Mist Echoes	5	7
Coffin	Mist Echoes	31	39
Legendary	Mist Echoes	75	125

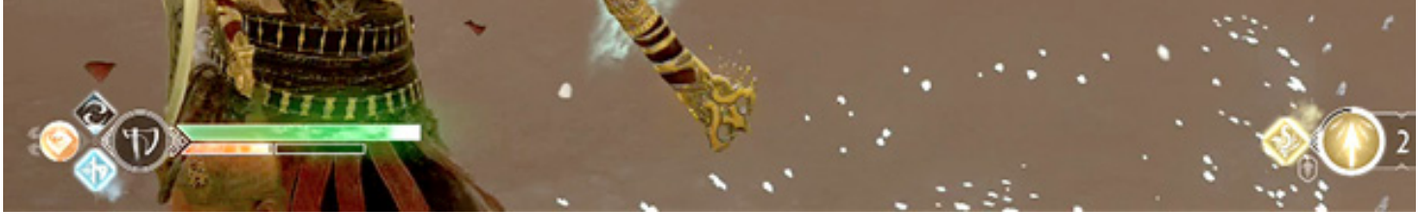
Area B

You must pass through two sets of traps to reach this zone. There are two possible "B" areas, depending on whether you go left or right; there's no difference between them. The enemies that spawn here tend to be a little tougher than those in the first area, and the loot is slightly better.

AREA B RESOURCES			
CHEST	**RESOURCE**	**MIN**	**MAX**
Common	Mist Echoes	11	19
Coffin	Mist Echoes	51	59
Legendary	Mist Echoes	375	425

Area C

The Niflheim path splits, with one trap corridor moving away from the loop into Area D and a second connecting to the opposite route. This is the top of the Niflheim loop. Be ready for tough battles with an assortment of enemies. While Aesirbane is primarily found in the back two rooms, it can rarely be found in this area too.



AREA C RESOURCES			
CHEST	**RESOURCE**	**MIN**	**MAX**
Common	Mist Echoes	21	39
Coffin	Mist Echoes	71	79
Legendary	Mist Echoes	525	575

Area D

The two areas marked “D” are dead ends at the farthest points from the start of Niflheim. The toughest fights are found here, with the possibility of Ogres joining the group of enemies. The highest concentration of Mist Echoes is found in these containers, with a rare chance to find Aesirbane and Anchor of Fog.

Aesirbane is required for the highest upgrades of Niflheim gear. Anchor of Fog is the rarest resource in Niflheim and is required to access the three Realm Tears in the center chamber. Note that you must open other chests to find an Anchor of Fog. You cannot simply run straight to one of the back rooms and get one.

Enter the left Area D to find a Valkyrie named Hildr, a challenging opponent who remains at this location until defeated. She’s one of the toughest Valkyries in the game and introduces a hail projectile to her move set. Remember if you die against the Valkyrie, all resources gathered to that point are lost, so consider avoiding enemies as you run back to her location. Fortunately, the Cursed Mist resets after freeing Hildr, but it does deplete while grabbing the loot that she dropped. For more information on Hildr, refer to the “Valkyries” Favors earlier in this chapter.

AREA D RESOURCES			
CHEST	**RESOURCE**	**MIN**	**MAX**
Common	Mist Echoes	31	39
Coffin	Mist Echoes	92	122
Legendary	Mist Echoes	975	1025
	Aesirbane	1	5
	Anchor of Fog	1	1

Area E

Center Chamber

By completing the first quest for Sindri, you gain access to the center chamber. Common chests, coffins, Legendary Chests, and Realm Tears offer some great loot and challenging rift encounters.

The common chests and coffins in the arena provide a small number of Mist Echoes. You must pay a resource cost to access the Legendary Chests and Realm Tears. These costs, along with the items looted from them, are provided in the following table. The Legendary Chests are sorted by cost, not by the order in which they're found. Also note that monsters spawn from the rifts. These are covered with the third quest at the end of this section.

CENTER CHAMBER LOOT		
CONTAINER	**COST**	**LOOT**
Legendary 1	1,000 Mist Echoes	Perfect Artifact of the Blight
Legendary 2	2,500 Mist Echoes	Eye of Niflheim
Legendary 3	5,000 Mist Echoes	Chilling Mists of Niflheim
Legendary 4	7,500 Mist Echoes	Axe Pommel—Blight Bringer
Legendary 5	7,500 Mist Echoes	Blades Pommel—Blightguard
Rift 1	10,000 Mist Echoes, 1 Anchor of Fog	Blades of Chaos Heavy Runic Attack—Gift of Apollo
Rift 2	20,000 Mist Echoes, 1 Anchor of Fog	Axe Pommel—Mistbourne
Rift 3	15,000 Mist Echoes, 1 Anchor of Fog	Talisman—Talisman of Cursed Power

FAVOR: IVALDI'S WORKSHOP	
Quest Giver	Sindri
Quest Giver Location	End of Niflheim Bridge
First Available	Collect four Niflheim Language Ciphers and travel to Niflheim
Main Objective	Enter the Center Chamber
Reward	1075 XP

OBJECTIVE: Collect Mist Echoes and Have Sindri Craft an Entry Stone

Sindri wants you to get inside the center chamber, but that requires a Niflheim Entry Stone. This key can be crafted at Sindri's Shop by spending 500 Mist Echoes. Collect Mist Echoes by looting chests throughout Niflheim, and bring them to Sindri so that he can create the Entry Stone. Select Resources from his Buy Menu to find the item.

OBJECTIVE: Use Entry Stone and Enter Center Chamber

Once you have the Niflheim Entry Stone, kill the monsters in the first area and then use the key at the pedestal. This opens the gate, which allows you to enter the center chamber. Five Legendary Chests, three Realm Tears, and a number of other containers litter the area. Refer to the previous table for costs and contents. The Cursed Mist is thinner at this higher level, so no need to worry about the time limit.

FAVOR: IVALDI'S PROTECTION	
Quest Giver	Sindri
Quest Giver Location	End of Niflheim Bridge
First Available	Complete "Ivaldi's Workshop"
Main Objective	Return the Niflheim Armor Set to Sindri
Reward	1075 XP, Niflheim Armor Recipe

OBJECTIVE: Return the Niflheim Armor Set to Sindri

After completing "Ivaldi's Workshop" and entering the center chamber, collect the Rusted Royal Armor that sits next to the corpse. Deliver the armor to Sindri to gain access to the Niflheim Armor Set. Continue to loot the chests throughout Niflheim in order to find the rare resources required to craft and upgrade the armor. Niflheim Alloy Fragment, Haze Weave, and Aesirbane are found inside Legendary Chests in specific areas of the realm, as specified earlier.

FAVOR: IVALDI'S CURSE	
First Available	Complete "Ivaldi's Workshop"
Main Objective	Seal the three Realm Tears
Reward	3290 XP

OBJECTIVE: Seal the Three Realm Tears

Inside the center chamber, seal the three Realm Tears that threaten Niflheim. You must pay a fee of Mist Echoes and one Anchor of Fog each in order to spawn the enemies. Anchor of Fog is an extremely rare resource only available from Legendary Chests in the farthest areas from the start. Defeat the monsters that spawn from all three tears to complete the quest.

TEAR 1	
Cost	10,000 Mist Echoes, 1 Anchor of Fog
Enemies	L8 Ogre, L7 Ogre, L6 Ogre
Reward	Blades of Chaos Heavy Runic Attack—Gift of Apollo

The fight starts out with a Level 8 Ogre, who's joined shortly by a Level 7 Ogre. A Level 6 Ogre joins in after a while. Work one of the beasts down until stunned, then ride it into the others. Continue to do this until only one remains, and then finish it off.

TEAR 2	
Cost	20,000 Mist Echoes, 1 Anchor of Fog
Enemies	Soul Devourer, Wulver x2
Reward	Axe Pommel—Mistbourne

The two Wulvers start as weak Level 1 Wulvers. Defeat a Wulver, and another spawns at one level higher, eventually reaching Level 8. Defeat the highest-level Wulver, and it no longer respawns. It's best to concentrate on the Soul Devourer. If you've done the "Hail to the King" Favor for the Huldra Brothers or fought the miniboss at Ruins of the Ancient, you've already faced a Soul Devourer.

TEAR 3	
Cost	15,000 Mist Echoes, 1 Anchor of Fog
Enemies	L8 Revenant x3, L8 Nightmares (summoned during fight)
Reward	Talisman—Talisman of Cursed Power

The battle consists of the three types of Revenants, including a Hel-Revenant and Revenant Summoner. The Summoner continues to pump out more Nightmares, so focus on her while managing the fliers. The Hel-Revenant is able to slow you down, making it tougher to evade the numerous projectiles.

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Artifacts

Overview

Fully explore the realms of Midgard, Alfheim, and Helheim to come across special Artifacts that can be collected for added experience. Each find earns a little XP, while a bigger payout is given once you complete the corresponding optional task. There are seven types of Artifacts, each exclusive to a specific region. Once you find a new type, that quest is added to the Goals section of Atreus' journal under the Artifacts Tab. The Artifacts offer no further use to Kratos and can be sold to Brok for Hacksilver.

The following table lists each type of Artifact, along with the total number required, the region where they're found, and the price offered by Brok. The Artifacts are then split up by quest, with the location of every item.

Artifacts			
ARTIFACT	**# REQUIRED**	**REGION FOUND**	**SELL PRICE (HACKSILVER)**
Lost Toys	4	Wildwoods	750
Masks	9	River Pass	1000
Ship Figureheads	9	Lake of Nine	1700
Elven Artifacts	5	Alfheim	3700
Cups	6	The Mountain	5000
Horns	6	Veithurgard	2500
Brooches	5	Helheim	10000

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Artifacts

Lost and Found

Location	Wildwoods
Objective	Collect four Lost Toys
XP Earned	350, plus 10 per Artifact found
Sell Artifact	750 Hacksilver

LOST TOY 1

The first toy is found near home, soon after you head out for a hunt with Atreus. Before crossing the stone bridge, search along the left side to find the boat.

LOST TOY 2

At the courtyard, where stairs lead in four directions, follow the trail to the right. At the far end, a chain leads down into a canyon guarded by a pair of Wolves. Collect the toy horse once they're dispatched.

LOST TOY 3

From inside the Wildwoods temple, exit through the tall doors to the east and continue out to a frozen pond. Kill the Rabid Wolves and Draugr before collecting the Lost Toy.

LOST TOY 4

When you return to the house from the deer hunt, search the front yard before going inside. The final Lost Toy can be found by following the right edge of the yard.

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Artifacts

The Faces of Magic

Location	River Pass
Objective	Collect nine Seidr Masks
XP Earned	350, plus 10 XP per Artifact found
Sell Artifact	1000 Hacksilver

MASK 1

By killing the bandits and shimmying across the narrow ledge, you escape the Ruins. Before proceeding to the bridge, climb down the chain and move right past a cooking fire. Continue down the rocky ledge until you find a corpse and a Seidr Mask. This puts you back where Atreus fell into the Ruins.

MASK 2

After meeting Brok and testing out his upgrade to Leviathan, search the area to the right. Grab the Seidr Mask next to a fallen soldier on a rock plateau.

MASK 3

After meeting Brok, you must survive a spiked-ceiling trap as you cut through the nearby cave. As you exit, collect the Seidr Mask next to another corpse on the right.

MASK 4

After exiting the spiked-ceiling trap, Kratos and Atreus enjoy a view of the mountain. Search the edge of the cliff to the right to find a mask next to another corpse.

MASK 5

After the sand puzzle, enter the cave and follow the trail to the left. Collect the mask that sits at the end of the path in a pool of water.

MASK 6

After Atreus takes a shot at a wild boar, explore the abandoned village. Find a mask next to a fallen soldier behind the smoldering hut.

MASK 7

After leaving the Witch, explore her cavern before taking the boat. Drop off the southern ledge and pull the big sled east until it falls into the water. Hop across the new rocky platform to find a Seidr Mask.

MASK 8

On your return visit to the Witch with Mimir's head, you must climb out of the cavern to reach her front yard. Follow the stone path toward the house and collect the mask that sits next to a corpse on the right.

MASK 9

During your return visit to the Witch, climb out of the cavern and head down to the front of the turtle. Climb the chain to the north and go northeast to find a Seidr Mask sitting on the other side of the trail.

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Artifacts

Abandon Ship

Location	Lake of Nine
Objective	Collect nine Ship Figureheads
XP Earned	615, plus 10 per Artifact found
Sell Artifact	1700 Hacksilver

ORDER OF SHIP FIGUREHEADS

The figureheads are all available after the first water drop and written based on conditions at that time. If they're collected after the water drops again, you must navigate farther and deal with more enemies from the lower dock points. The order we chose here starts with the Artifact at the base of the temple steps and continues as you explore the shores in a clockwise manner. They can be collected in any order.

SHIP FIGUREHEAD 1

Tyr's Temple: After the first water drop at Lake of Nine, dock on the right side of the central temple. The first figurehead rests next to a corpse at the bottom of the steps.

SHIP FIGUREHEAD 2

Lookout Tower: Take a boat to the beach west of Vorsheim Tower to find Lookout Tower. Stick your axe into the rotating boards above the Nornir Chest, quickly recall the weapon, and hit it again to retract the nearby spikes. It's now safe to collect the figurehead next to the corpse.

SHIP FIGUREHEAD 3

Niflheim Tower: Dock a boat on the right side of Niflheim Tower and ride the elevator to the top. The figurehead rests next to the Mystic Gateway.

SHIP FIGUREHEAD 4

Isle of Death: Dock on the west side of the Isle of Death and climb the cliff on the right. Turn left and approach the molten rock in the corner. Move around until you spot a red jar just behind the rock, and use your axe to detonate it. This reveals the figurehead next to another corpse on the left.

SHIP FIGUREHEAD 5

Forgotten Caverns: Paddle onto the beach at Forgotten Caverns and climb the chain on the right. Search to the left to find the Artifact lying next to a corpse.

SHIP FIGUREHEAD 6

Helheim Tower: Park at the dock on the right side of Helheim Tower and ride the elevator to the top. An Artifact sits on the right next to a corpse. You must kill a group of Hel-Reavers before collecting the figurehead.

SHIP FIGUREHEAD 7

Alfheim Tower: Park a boat at either side of Alfheim Tower and take the elevator to the top. The figurehead rests next to the legs of a corpse.

SHIP FIGUREHEAD 8

Stone Falls: From the Stone Falls beach, move northeast through the open gate and kill the Revenant and Tatzelwurm. Once the area is clear of enemies, climb the short ledge in the eastern corner and collect the Artifact that lies on the ground.

SHIP FIGUREHEAD 9

Cliffs of the Raven: Find the beach at Cliffs of the Raven and disembark onto the island. Just past the deceased Troll, throw the axe through the boards on the side of the cliff and give Atreus a boost into the hole. Once it's available, climb up the chain and search to the northeast to find another Artifact.

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Artifacts

Spoils of War

Location	Alfheim
Objective	Collect five Elven Artifacts
XP Earned	615, plus 10 per Artifact found
Sell Artifact	3700 Hacksilver

ELVEN ARTIFACT 1

Find Light Elf Shore on the northwest side of the Lake of Light and disembark. Explore the dead end on the north side to find the first Elven Artifact lying next to a corpse.

ELVEN ARTIFACT 2

Find a second hidden beach to the southwest called Light Elf Sanctuary. Use a lever to open the first gate, and then break the two pods at the second to reach an outdoor ledge with a Realm Tear. Follow the footpath east and south until you reach a tentacle blocking your path. Throw your axe through the three pods to remove the obstacle and collect an Artifact dropped by the nearby Light Elf.

ELVEN ARTIFACT 3

After you defeat the Stone Ancient and extend the bridge, follow the southern bridge first to find an Elven Artifact at the dead end.

ELVEN ARTIFACT 4

After completing the Ringed Temple and using the lift to descend back into the trench, search the cell to the right to find the Elven Artifact.

ELVEN ARTIFACT 5

From the lift, pry open the door to the south and move into the next area. Fight your way to the southeast to find a gap in the walkway. Hit the crystal with a Light Arrow and cross the bridge. Throw your axe at the discs above to drop the crystal, and kill the Draugr that are released. Head into the cell directly across from where you entered and collect the Artifact.

ELVEN ARTIFACT 6

If you haven't completed the quest, there's a sixth Artifact available inside another cell. While navigating back through the trench, stop at the Nornir Chest and use the wheel to lower the floor. Freeze it with your axe and run through the opening ahead. The Artifact sits in the cell straight ahead.

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Artifacts

Bottoms Up

Location	The Mountain
Objective	Collect six Cups
XP Earned	615, plus 10 per Artifact found
Sell Artifact	5000 Hacksilver

CUP 1

Soon after stepping inside the dark caves of the Mountain, you enter a large cavern. Fight your way through the Revenant and Draugr to the east side to find a dilapidated door. Bust inside and search behind the overturned table for the first Cup.

CUP 2

Push the mining cart in the mine to uncover a spiked door on the wall. Toss Leviathan to bang the door open and reveal an alcove. Inside, the Artifact sits on the ground next to a fallen soldier.

CUP 3

After receiving the Shock Arrows and entering the Mountain, you come across a crank-wheel that lifts a crane bucket, but sap currently makes it immobile. Shoot the Shatter Crystal with a Shock Arrow to free it up, then move past the bucket to find a Cup.

CUP 4

On your first trip through the Mountain, make your way to the Summit and fight your way through the Hel-Reavers. Before climbing up the side of the peak, turn left to find a corpse and Cup behind the rock.

CUP 5

Return to the Mountain with the Chisel and Black Rune and make your way back to the Heart of the Mountain. After clearing out the enemies, look for the Shatter Crystal north of the entrance. Detonate it with a Shock Arrow and collect the Cup from inside.

CUP 6

Not long after defeating the Frost Ancient, you must shimmy across a narrow ledge to reach Sindri and the exit to the Summit. Before the narrow ledge, collect the Cup that sits near the edge on the left.

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Artifacts

Horns of Veithurgard

Location	Veithurgard
Objective	Collect six Horns
XP Earned	615, plus 10 per Artifact found
Sell Artifact	2500 Hacksilver

HORN 1

After docking at the Veithurgard beach and clearing out the enemies, follow the pier to the far end to find the first Horn. A low-level Projectile Draugr blocks your way, so quickly take it down.

HORN 2

Open the gate west of the Veithurgard beach and climb to the upper ledge. After closing the Realm Tear, drop down and bust through the broken boards on the right to find a Horn.

HORN 3

In the middle of Veithurgard, at the top of the main steps, an anchor attempts to hold Otr the Dragon in place. Go east from the anchor and search between the corpse and crates on the right to find the Horn. Any Reavers in the immediate area must be killed before you collect the Artifact.

HORN 4

A stone bridge that leads to the castle on the southeast side of Veithurgard has been destroyed. You're unable to cross to the east side until an explosive is detonated on the other side, but that's not necessary to get the Artifact, as it rests next to a corpse on the west side.

HORN 5

Solve the rune puzzle to enter the castle on the southeast side of Veithurgard. Kill the Reavers along the way as you move up the steps, left of the Jötnar Shrine. The Horn lies on the floor next to a corpse.

HORN 6

After destroying the third shrine, re-enter the castle and interact with the lever to drain the water. Descend to the lower floor and collect the Horn that rests next to a corpse.

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Artifacts

Family Heirloom

Location	Helheim
Objective	Collect five Brooches
XP Earned	1075, plus 10 per Artifact found
Sell Artifact	10000 Hacksilver

BROOCH 1

Just after entering the realm of Helheim, head right to find the first Brooch. Defeat any Hel-Walkers in the area before collecting the Artifact.

BROOCH 2

While traversing the bridge toward the Guardian, you're diverted to the side and eventually reach an open area with tall pillars. Look on the backside of the first pillar to find a Brooch stuck on with Hel's Bramble. Use the Blades of Chaos to knock it down.

BROOCH 3

After climbing out of the sunken arena where you faced the Hel-Viken, burn through the Brambles and pass through a narrow passage. Follow the path and spot more Brambles up high on the underside of the walkway bridge. Burn them to drop a Brooch to the ground for pickup.

BROOCH 4

Return to Helheim with Atreus and make your way to the far end, just before the gate where you first learned to harness the Winds of Hel. Steps lead up from the middle of the bridge to a narrow walkway. Fire a Shock Arrow at the Shatter Crystal to the left. This gets you inside the Hidden Chamber of Odin; a Brooch lies on the ground just beyond the Shatter Crystal.

BROOCH 5

Ride the elevator down to the lower floor of the Hidden Chamber of Odin. Climb the steps to the balcony and search the left corner for the final Brooch.

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Labors

Overview

Labors are a category of optional content in***God of War***, **consisting of collectibles, kill counts, Skill-based accomplishments, the Muspelheim Trials, and a few other exploration quests.**

Notifications pop up on-screen when a new Labor is started or when progress is made. Select Labors from the Goals Tab in your journal to check your progress. In this chapter, we've split the Labors up into the same categories shown in your Labors Menu: Crafting, Skill, Kill, World, and Muspelheim. Note that some of the Labors cannot be completed until you've finished The Journey.

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WEAPON UPGRADE

LEVIATHAN WAKES

Objective	Collect Frozen Flames and pgrade the Leviathan Axe
Reward	3290 XP

For completing certain tasks, Kratos receives Frozen Flames, which Brok and Sindri can use to upgrade the Leviathan Axe. With this resource in your inventory, talk to either brother and select the weapon upgrade to increase the axe's strength and unlock new Skills. Frozen Flames are earned by completing the following:

- Meet Brok after escaping the Ruins
- Defeat the Ogre on first trip to Foothills
- Defeat Járn Fótr in Heart of the Mountain
- Defeat Magni and Modi at Thamur's Corpse
- Purchased from Shop w/Chilling Mists of Niflheim (Found in Niflheim Center Chamber Legendary Chest in exchange for 5000 Mist Echoes.)

CHAOS AND CONFLAGRATION

Objective	Collect Chaos Flames and upgrade the Blades of Chaos
Reward	3290 XP

Complete certain tasks to receive Chaos Flames, which can be taken to Brok or Sindri in exchange for an upgrade to the Blades. Each upgrade increases the weapon's strength and unlocks new Skills. Earn a Chaos Flame for the following:

- Defeat Máttugr Helson in Helheim
- Defeat the Trolls in Týr's Vault after collecting the Black Rune Stone
- Defeat the Hel-Traveler during escape of Helheim
- Purchased from Shop w/Raging Inferno of Muspelheim (Earned by defeating Valkyrie Göndul at the top of Muspelheim)

ARMOR

HEARTS OF STONE

Objective	Bring the Ancient's Heart to Brok or Sindri
Reward	350 XP, Ancient Armor Set Recipe

Defeat and loot an Ancient to find an Ancient's Heart. Note that the Soul Eater and Soul Devourer do not drop this item. The Stone Ancient inside the Alfheim temple is the first opportunity to find this item during the Journey. Collect their dropped Ancient's Rubble too in order to craft the armor.

JUSTICE AND WAR

Objective	Bring an Offering to Týr to Brok or Sindri
Reward	350 XP

Completing three of the Wayward Spirit Favors—"Anatomy of Hope," "Dead Freight," and "Hammer Fall"—earns an Offering to Týr. Return them to Brok or Sindri, and they can craft three new armor pieces: Týr's Lost Unity Cuirass, Týr's Lost Unity Gauntlets, and Týr's Lost Unity Belt.

THE ROAD LESS TRAVELED

Objective	Visit Brok or Sindri with the Traveler resources
Reward	350 XP, Traveler Armor Set Recipe

Travelers drop valuable resources when defeated, including Traveler's Grisly Trophy and Traveler's Armor Shard. Bring the resources back to Brok or Sindri, and they can make a nice Legendary armor set. This can be started after reaching the summit the first time in the Journey by looting a Traveler, such as the Traveler Champion at Thamur's Corpse.

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Labors

Skill

A set of Labors are earned by using specific Skills during combat or killing in certain ways. The Labors are split into three goals —Bronze, Silver, and Gold—with XP earned for each.

LABOR	HOW TO COMPLETE	BRONZE GOAL (XP)	SILVER GOAL (XP)	GOLD GOAL (XP)
Judgment of Fire	Kill burning enemies. Light enemies on fire and then kill them. Note that Primordial enemies are resistant to fire.	25 (200)	50 (350)	100 (615)
Shatterer	Shatter frozen enemies. Freeze enemies by throwing your axe at them with R2, then attack them when frozen. Only works on enemies that can be shattered. Typically this means foes that are smaller than a Wulver, but not Hel-Walker.	25 (200)	50 (350)	100 (615)
Summoner	Summon an ally. Equip a summon for Atreus, then hold Square to use the Skill.	25 (200)	50 (350)	100 (615)
Against the Wall	Wall-pin an enemy by throwing your axe with R2 when the enemy is close to a wall.	25 (200)	50 (350)	100 (615)
Quick Reflexes	Parry attacks. Parry incoming attacks by blocking with L1 shortly before impact.	25 (200)	50 (350)	100 (615)
Reaper	Cleave-kill enemies. Cleave enemies by holding R2 with the axe. The attack is easy to avoid and interrupt, so be sure the opening is there.	25 (200)	50 (350)	100 (615)
Touch of Death	Stun Grab enemies. When enemies are stunned and flash red, press R3 to grab them and deal massive damage.	25 (200)	50 (350)	100 (615)
Talisman Tinkerer	Use your Talisman Abilities by pressing L1 + Circle. Requires a Talisman with an ability.	50 (200)	100 (350)	200 (615)
Last One Standing	Trip enemies by throwing your axe with R1 at their legs. Only works on smaller enemies.	25 (200)	50 (350)	100 (615)

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Labors

Kill

Kill specific enemy types a set number of times to score XP and complete the following Labors. XP is earned at three levels: Bronze, Silver, and Gold.

LABOR	ENEMY TYPE	BRONZE GOAL (XP)	SILVER GOAL (XP)	GOLD GOAL (XP)
Last of the Ancients	Ancients	2 (200)	4 (350)	6 (615)
Dark Elves' Downfall	Dark Elves	150 (200)	200 (350)	250 (615)
Draugr's Demise	Draugr	300 (200)	500 (350)	700 (615)
Nightmare's Wake	Nightmares	75 (200)	150 (350)	225 (615)
Ogre's Undoing	Ogres	10 (200)	20 (350)	30 (615)
Reaver's Doom	Reavers	100 (200)	250 (350)	400 (615)
Revenant's Ruin	Revenants	10 (200)	20 (350)	30 (615)
Shadow Warrior	Shadows	50 (200)	100 (350)	150 (615)
Wurm-Slayer	Tatzelwurms	30 (200)	50 (350)	70 (615)
Travelers' End	Travelers	10 (200)	15 (350)	20 (615)
Troll's Toll	Trolls	3 (200)	6 (350)	10 (615)
Viken Brawler	Vikens	10 (200)	30 (350)	50 (615)
Wolf's Bane	Wolves	50 (200)	75 (350)	100 (615)
Wail of the Wulver	Wulvers	10 (200)	20 (350)	30 (615)
Wages of War	All enemies	500 (615)	1000 (1075)	2000 (1880)

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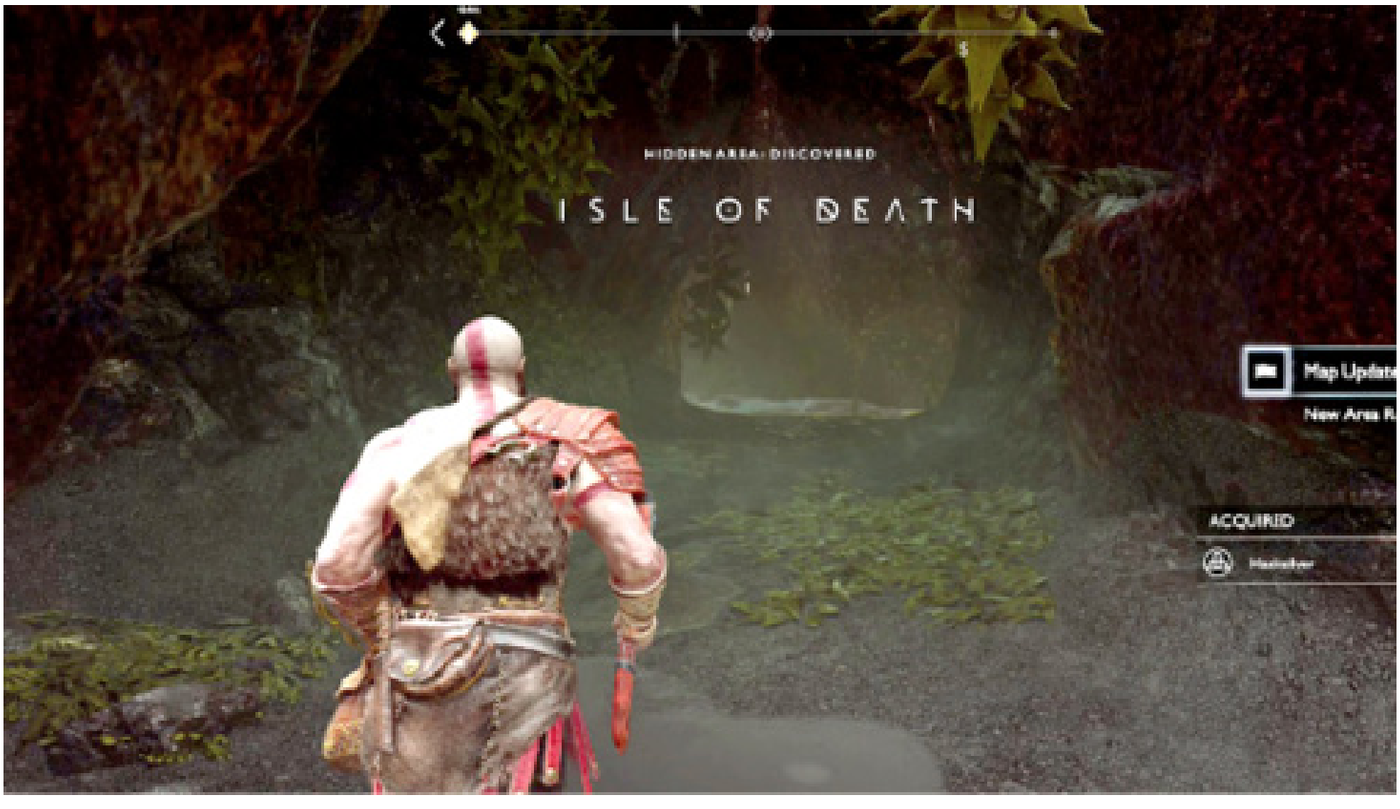
Labors
World

EXPLORING THE LAKE OF NINE



Objective	Discover eight islands and beaches
Reward	1880 XP

Once the World Serpent emerges from the lake, the water drops, exposing a number of islands and beaches. Each is full of treasure, monsters, and other opportunities. Visit the following areas of Lake of Nine to complete this Labor.

- Buri's Storeroom
- Cliffs of the Raven
- Forgotten Caverns
- Iron Cove
- Isle of Death
- Light Elf Outpost

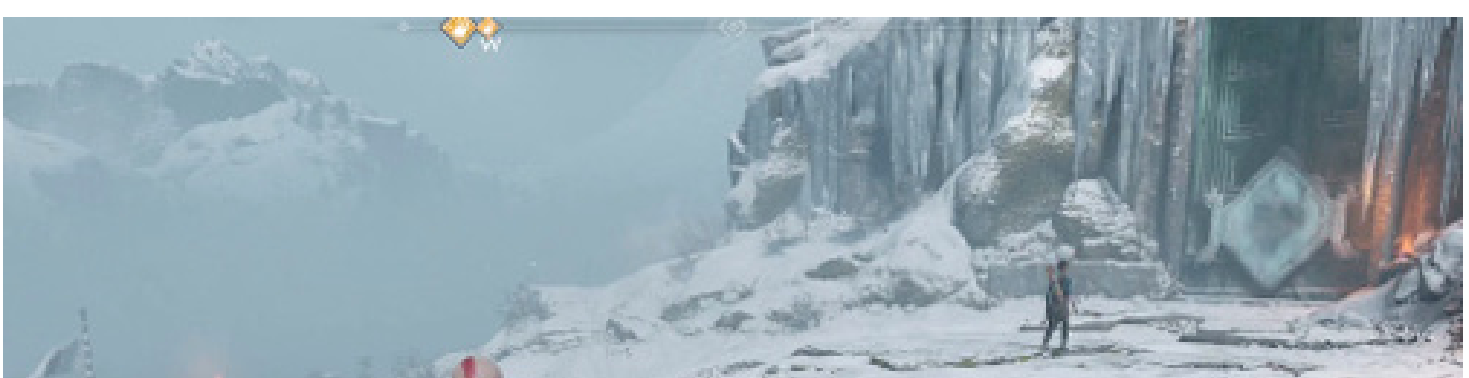
- Lookout Tower
- Ruins of the Ancient
- Stone Falls

HIDDEN CHAMBERS

Objective	Find and enter all seven of the Hidden Chambers
Reward	1880 XP

There are seven locked doors throughout the realms. Once you have the Chisel, use it to unlock the magic doors and explore the interior. To complete this Labor, you only need to get inside (earning a little XP once there), but each location offers a number of chests to pilfer. In six of these chambers, a Valkyrie waits in the back; the seventh holds a Realm Tear.

1 THAMUR'S CORPSE



Valkyrie	Gunnr

Find the Chamber: After defeating Magni and Modi and collecting the Chisel, return to your boat. Before hopping into the vessel, approach the nearby Chisel door and use the tool to get inside.

Explore the Interior: Just inside the chamber, find a Jötnar Shrine with a story about Thamur's demise. A coffin sits at the top of the steps.

2 FOOTHILLS

Valkyrie	Geidriful

Find the Chamber: Return to the Foothills once you have the Chisel, and climb the cliff to the southeast. Freeze the Scorn Poles with your axe and follow the main trail around to the south. When the path splits, go right until you reach the Chisel door.

Explore the Interior: A coffin is available at the top of the steps and a chest at the base of the steps. Just before reaching the Valkyrie, follow the steps down to find a chest.

3 THE MOUNTAIN

Valkyrie	Eir

Find the Chamber: After obtaining the Chisel and the Black Rune Stone, you return to the Mountain. Before clearing the Bramble and stepping onto the elevator, find the Chisel door against the southern wall.

Explore the Interior: A coffin and chest are found at the top of the steps. Another chest sits between the gap in the floor and the Valkyrie.

4 RIVER PASS (WITCH'S BASEMENT)

Valkyrie	Kara

Find the Chamber: With the Chisel in your inventory, travel back to the Witch's Basement and ride the elevator up. Make your

way south through the cavern across the light bridges. If you haven't accessed the eastern room, sap blocks your path. Attach a Shatter Crystal from the nearby dispenser and hit it with a Shock Arrow. Now you can climb into the small room and unlock the Chisel door.

Explore the Interior: The corridor is blocked, so you must lift the big stone out of the way and bust through the boards before stepping onto the elevator. The upper balcony holds a coffin. After leaping across the gap, run down either stairway to reach two chests.

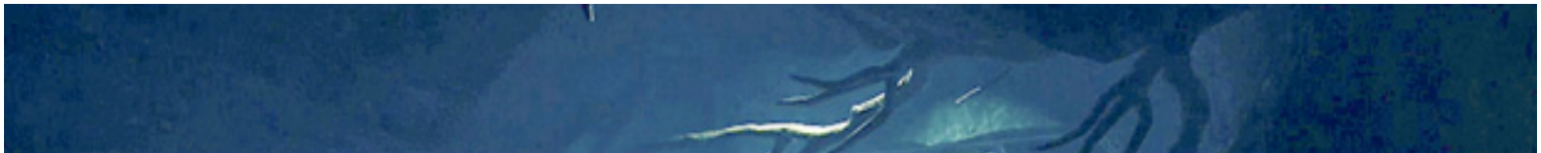
5 HELHEIM

Valkyrie	Rota

Find the Chamber: Return to Helheim with Atreus and make your way to the far end, just before the gate where you first learned to harness the Winds of Hel. Steps lead up from the middle of the bridge to a narrow walkway. Fire a Shock Arrow at the Shatter Crystal to the left. This gets you inside the Hidden Chamber of Odin; no need to use the Chisel.

Explore the Interior: A Brooch sits on the ground just beyond the Shatter Crystal. A Raven is also found perched ahead. At the lower level, climb the stairs to find the final Brooch, a coffin, and a Raven perched on the frame above.

6 ALFHEIM



Valkyrie	Olrun

Find the Chamber: Cross the bridge into Alfheim, paddle into the Lake of Light, and head northwest to find a hidden beach called Light Elf Shore. Run southwest into the tunnel, past a Tatzelwurm, and use the Chisel on the door to find a Hidden Chamber of Odin.

Explore the Interior: Loot a chest across from the Mystic Gateway and a coffin at the top of the stairs. Two more chests area available just before the Valkyrie.

7 WILDWOODS

Valkyrie	—

Find the Chamber: From the Wildwoods Mystic Gateway, run into Kratos' backyard, cut away the Hel's Bramble with your Blades, and climb the ladder. Take out the Heavy Draugr, Draugr (Speed), and Hel-Reaver that have spawned into the garden. Drop off the opposite side, kill another Heavy Draugr and Draugr (Speed), and turn left to find a Chisel door.

Explore the Interior: Don't miss the big cache of Hacksilver near the entrance; turn right at the bottom of the steps. After riding the elevator down, find a coffin at the top of the stairs. After hopping the gap in the floor, go downstairs to find two chests and a Dual-Wielding Draugr. This is the only Hidden Chamber of Odin that doesn't contain a Valkyrie. Instead, you must close a Realm Tear (L8 Revenant Summoner, L3 Heavy Explosive Draugr, L3 Speed Draugr) as part of the "Window to Another World" Labor. Before taking on the challenge, collect a Scroll (A Thief's Testimony) sitting near the back of the chamber.

LIGHT OF THE WORLD

Objective	Light Týr's eight braziers on the realm towers around the Lake of Nine
Reward	1880 XP, 615 XP per brazier

Typically, eight realm towers stand around the perimeter of Lake of Nine, though one tower is missing when you first reach the region, reappearing as you progress through the Journey.

Each tower holds a pair of braziers that must be lit to complete the Labor. Before they can be lit, Atreus must translate the runes written on each. Upon first arrival, he's only able to translate one. In order to read the rest, you must collect the sets of Niflheim and Muspelheim Language Ciphers (complete the two Favors, "The Realm of Fire" and "The Realm of Fog").

Most towers can be ascended by riding one of the elevators found on the sides of the structures. Sometimes the elevator is blocked or deactivated at the bottom and you must find another way to the top. If the gate at the top of the tower isn't obstructed, you may be able to access it from behind. Refer to the **Lake of Nine Exploration** chapter for details on each location.

Once the Language Ciphers have been collected, approach each brazier and press Square. Atreus translates the runes and the fire is lit.

FREE DRAGONS

Objective	Free the three Chained Dragons
Reward	100 XP, Resource—Dragon Tear, and an Enchantment per dragon, 615 XP once all three have been freed

Three dragons are chained up around Midgard, and it's up to Kratos and Atreus to free them. Otr is located at Veithurgard, and Reginn is found on the north side of Konùnsgard Stronghold. The third, Fáfnir, is found on the north side of Lake of Nine through a large gate, right of the Njörd's Oarsmen.

Each of these dragons has an associated Favor that's activated as you approach the dragon. It's best to work your way through the Huldra Brothers' Favors and start "Hail to the King" before heading to Konùnsgard Stronghold.

In order to access Veithurgard, you must use a wheel at Stone Falls to open a massive gate in northeastern Lake of Nine. Be sure to talk to the wayward spirit next to the wheel in order to begin another Favor, "Hammer Fall," which also takes place at Veithurgard.

MORE THAN MYTH

First Available	Find a Jötnar Shrine
Objective	Find all Jötnar shrines
Reward	1880 XP, 615 per Shrine

Find the 11 Jötnar Shrines left behind by the Giants as you explore the Norse realms. Atreus logs each one into the Lore portion of the Codex tab of the Journal. Refer to the Appendices for locations of all 11 shrines.

MOUNTAIN HIGH

First Available	Collect four Muspelheim Language Ciphers and travel to Muspelheim
Objective	Get to the top of Muspelheim
Reward	1880 XP

Mountain High requires that you climb to the top of the Muspelheim Volcano where the final trial takes place, a fight against a Valkyrie. Along the way, you must survive 10 Normal and Hard trials. Complete Trial V: Hard and climb to the final arena to score the Labor.

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Labors

Close Realm Tears

Objective	Close 18 Realm Tears

Reward

GOAL	# REALM TEARS	XP EARNED
Bronze	5	615
Silver	10	1075
Gold	18	1880

Throughout your adventures, watch for small tears in the fabric of reality and close them. These are represented by little blue blobs, and most of the time, powerful monsters spawn out of them. All of the tears are listed below with their locations, as well as the types of enemies that spawn from the tears. L# indicates the levels of the spawned enemies. Note that enemies that spawn from these Realm Tears are Elite, so they are more powerful than standard enemies.

Each Realm Tear rewards Kratos with varying amounts of the Legendary Resource—Dust of Realms. You may also earn a Pure Essence of Realms. Extra rewards are earned from a few tears and are listed below.

Note that there are 21 Realm Tears in all, but you need to close 18 to complete the Labor. Two of the tears are not accessible after a certain point in the game, and a third is well hidden and not required for the Labor.

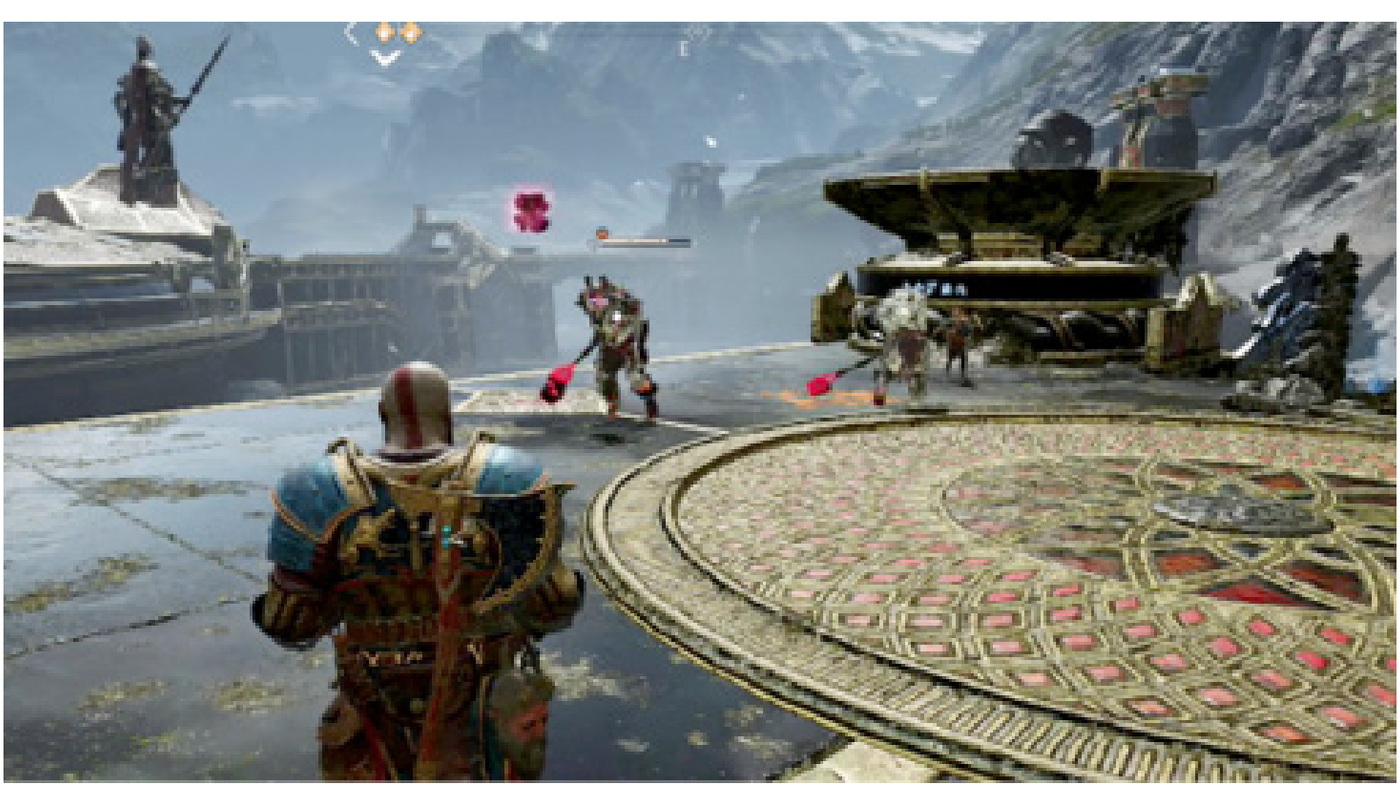
1 LAKE OF NINE: ALFHEIM TOWER

First Available	After first water drop
Enemies Spawned	L4 Heavy Draugr, L4 Speed Draugr x2

Boat over to the Alfheim Tower and ride the elevator to the top.

The Realm Tear can be closed just after you speak with the World Serpent, though three Level 4 Draugr may be a challenge at that point in the game. Dodge the big guy's attacks while focusing your attention on the speedier foes.

2 LAKE OF NINE: NIFLHEIM TOWER



First Available	After first water drop
Enemies Spawned	L6 Heavy Draugr x2

Paddle a boat to the Niflheim Tower and take the elevator to the top.

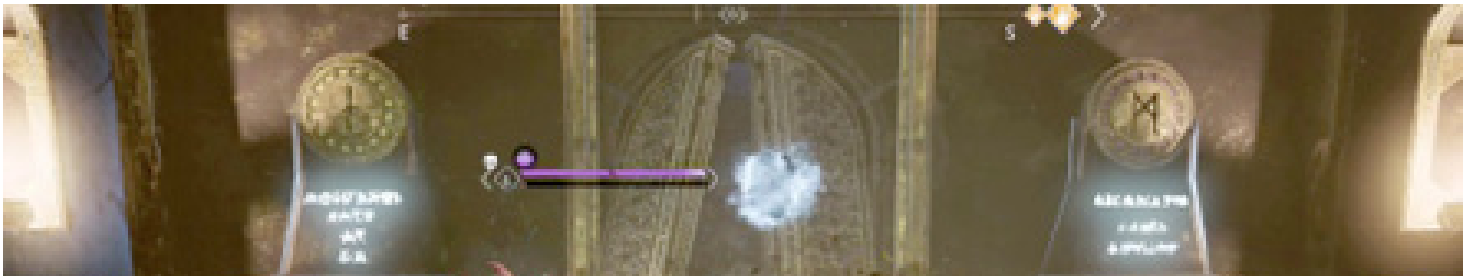
This tear is available early in the game, but beware the powerful duo that spawns from it. Their attacks hit hard but are telegraphed as they wind up their hammers.

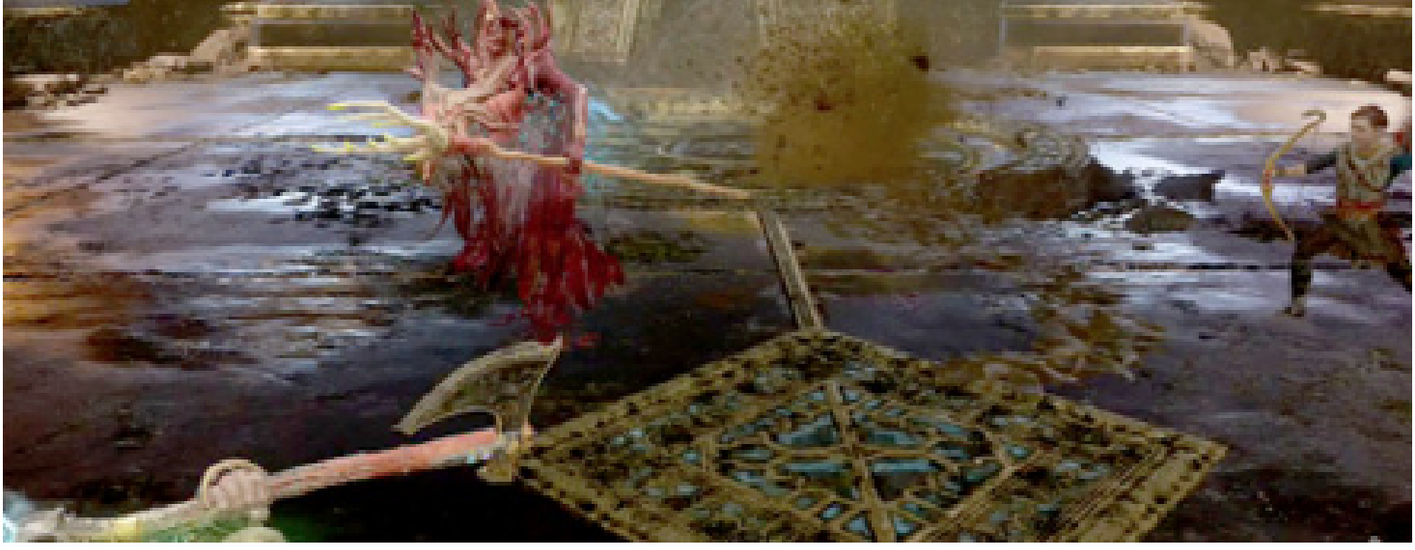
3 VEITHURGARD

First Available	After first water drop
Enemies Spawned	None

Use the wheel at Stone Falls to open the big northeastern gate and gain access to Veithurgard Pass. Navigate through the pass, grab the boat next to the lake, and paddle south to a beach. Clear out the enemies before following the westward trail to a chain. Use the chain to open a gate a short way south. Climb into the new opening and scale the wall to the cliff above, where the Realm Tear floats on the cliff's edge.

4 FOOTHILLS: JUST INSIDE VANAHEIM TOWER GATE





First Available	Return from Alfheim with Light Arrows
Enemies Spawned	L6 Revenant, L7 Revenant

After returning from Alfheim with Light Arrows, pass through the Vanaheim Tower gate. Fire a Light Arrow up at the crystals on the wall ahead and to the left to reveal a Realm Tear in the middle of the room.

Use Atreus' arrows to drop the Revenant's shroud, and then let the creature have it. You may want to attempt this Realm Tear much later in the game. These high-level Revenants can overwhelm with their rake fissures.

5 ALFHEIM 1: LIGHT ELF SHORE

First Available	Exit the Ringed Temple with Light Arrows
Enemies Spawned	L4 Dual-Wield Draugr x2

Cross the bridge into Alfheim, paddle into the Lake of Light, and head northwest to find a hidden beach, Light Elf Shore. Move underneath the big tree and clear out the Nightmares inside. Once the area is clear, spot the three crystals embedded in the ground under the tree. Hit all three with Light Arrows, and the Realm Tear appears.

These guys are quick and carry a pair of axes each. Stay on the move and have Atreus distract one of the Draugr to make the fight more manageable.

6 ALFHEIM 2: LIGHT ELF SANCTUARY

First Available	Gain access to the realm of Alfheim as part of the Journey
Enemies Spawned	L3 Heavy Draugr, L4 Heavy Draugr

After crossing the bridge into Alfheim, take the boat into the Lake of Light. Paddle southeast to find a hidden beach, Light Elf Sanctuary. Make your way through the two gates to access the Realm Tear.

Hit one of the heavies with Shock Arrows, while dealing with its partner. Space is tight, but you can move farther down the path if necessary. Evade their slow, powerful strikes and counter with Leviathan.

7 LAKE OF NINE: LIGHT ELF OUTPOST 1

First Available	After second water drop
Enemies Spawned	None

After the second water drop, dock at the newly revealed beach, kill the Ogre and friends, and use a Light Arrow to create a bridge up to the Nornir Chest. Head right and then left to reach a chain. Climb down to reach the Realm Tear.

8 LAKE OF NINE: LIGHT ELF OUTPOST 2

First Available	After second water drop
Enemies Spawned	L7 Hel-Viken x2, L8 Hel-Reaver Guard

Make your way up to the dock high up on Light Elf Outpost and climb the short ledge. Use Light Arrows to extend light bridges to the right and left. A crystal sits just beyond the left bridge. Carry it to the top past a gate and place it in another base. Hit it with a Light Arrow, as well as two more crystals high up on the ruins, to spawn the Realm Tear. Use a shield break against the guards to open them up for attack. Watch out for the Hel-Viken's strong attacks.

9 LAKE OF NINE: SVARTALFHEIM TOWER

First Available	After second water drop
Enemies Spawned	L7 Wulver x2

Take your boat through the opening behind Sartalfheim Tower and dock at the small beach on the left. Scale the wall to reach the backside of the tower and interact with the Realm Tear to the right.

The Wulvers are quick and powerful. Use Runic Attacks and Rage Mode when available, and be ready to sidestep their swipes.

10 LAKE OF NINE: ISLE OF DEATH

First Available	After Second Water Drop
Enemies Spawned	None

Climb the Isle of Death until you reach the upper dock on the northwest side. Face the hanging platform to the right and hit the left paddle twice with Leviathan to lower it all the way. Slide down the rope and use the lever to raise it back up. Now use the rope on the left to slide to the next platform.

Interact with the lever to cause the platform to raise to the top, and turn back to the first platform. Hit the left paddle to drop it once and then slide down the rope to reach the first platform. Now you can close the Realm Tear.

11 LAKE OF NINE: CLIFF NEAR ALFHEIM TOWER

First Available	After second water drop
Enemies Spawned	L6 Hel-Viken, L6 Hel-Reaver Lord x2

After the second water drop, dock at the beach between the Alfheim Tower and the Njörd's Oarsmen. Clear the path with a Shock Arrow and scale the cliff. The Realm Tear sits to the right.

Space can be tight here, but you can climb the next ledge and hit an explosive below to clear out the blockade. Stay on the move to avoid the Hel-Viken while finishing off the Reavers.

12 LAKE OF NINE: IRON COVE

First Available	After second water drop
Enemies Spawned	None

Paddle a boat onto the western beach of Iron Cove. The Realm Tear is up the slope past two Poison Wolves.

13 KONÙNSGARD STRONGHOLD

First Available	After second water drop
Enemies Spawned	L7 Hel-Viken x3

This Realm Tear is available during and after Brok and Sindri's final Favor, "Hail to the King." After collecting the required resources in the stronghold, exit out the back and follow the footpath up the steps and on past the structure. The tear sits on the right side of the path before the chain. If returning to close the tear, simply fast-travel to the Mystic Gateway and climb the nearby chain.

These guys hit hard, and every successful hit adds to your slow meter. Once the meter fills, it becomes tougher to avoid all three.

14 THAMUR'S CORPSE 1

First Available	After second water drop, travel to Thamur's Corpse as part of the Journey
Enemies Spawned	None

Shortly after arriving at Thamur's Corpse, you climb up a chain and get a good shot of the Hammer and Chisel through Thamur's head. Kill the Wulver, then grab a Shatter Crystal from the dispenser near the middle of the area. Take it south to the corner and fling it up at the sap on the left wall, followed by a Shock Arrow. Carry the light crystal northeast past the dispenser and then right to find a base. Once it's placed and hit with a Light Arrow, a Realm Tear appears.

15 THAMUR'S CORPSE 2

First Available	During the Journey, retrieve the Chisel and exit Thamur's Corpse
Enemies Spawned	None

On your way back from retrieving the Chisel, use the tool on the magic door in the Banquet Hall. At the intersection ahead, look up and to the right to spot a light crystal. Grab a Shatter Crystal from the nearby dispenser, fling it onto the busted beam that holds the light up, and then fire a Shock Arrow at the Shatter Crystal. Pick up the light crystal and carry it back to the intersection. Place it into the base to the right and hit it with a Light Arrow.

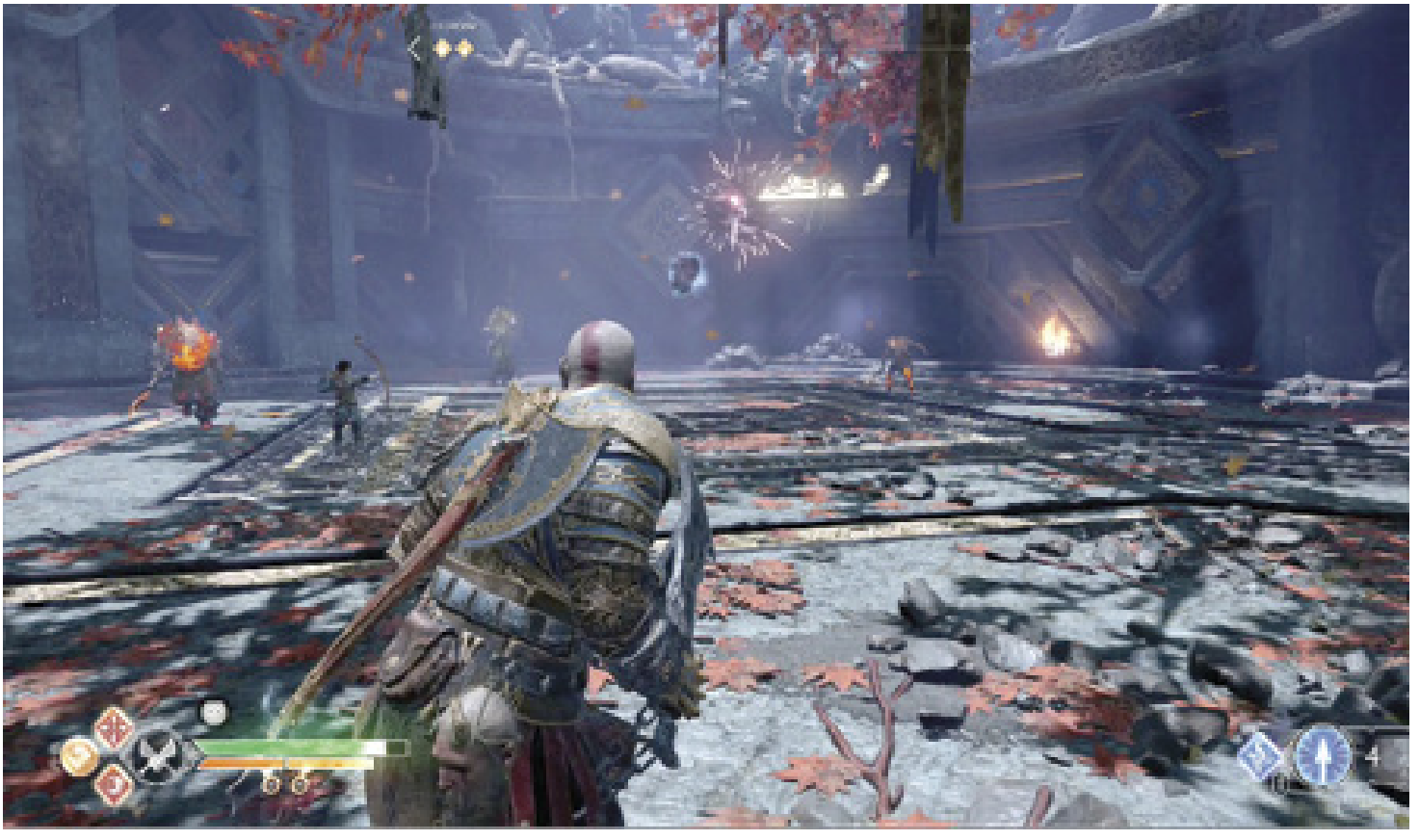
16 MOUNTAIN SUMMIT

First Available	During the Journey, return to Summit with Chisel
Enemies Spawned	L6 Hel-Reaver, L7 Hel-Reaver, L4 Hel-Reaver Guard, Ice Nightmare x2

On your return visit to the Mountain, you run into Sindri just before exiting to the Summit. Once outside, interact with the Realm Tear ahead.

Be careful not to become surrounded by the Reavers. Keep them in the open area and keep an eye out for their ice attacks.

17 WILDWOODS HIDDEN CHAMBER OF ODIN



First Available	After obtaining the Chisel
Enemies Spawned	L8 Revenant Summoner, L3 Heavy Explosive Draugr, L3 Speed Draugr
Reward	Enchantment—Heart of Svartalfheim

From the Wildwoods Mystic Gateway, run into Kratos' backyard, cut away the Hel's Bramble with your Blades, and climb the ladder. Fight your way through the enemies, drop off the opposite side and turn left to find a Chisel door. Once inside, take the elevator down and move into the back room to find the Realm Tear.

The high-level Revenant summons four Nightmares to join the Heavy Draugr and Speed Draugr. Make the Revenant your priority, but keep an eye on the Heavy Draugr. If it charges up its midsection, immediately hit it with a light axe throw. Keep Atreus' arrows aimed at the Revenant to lower her shroud, but whenever possible, take out a couple of Nightmares. As long as you keep one Nightmare around, the Revenant will not add any more. Once the Revenant has been taken care of, the fight calms down considerably.

18 NIFLHEIM 1

First Available	Complete Sindri's Favor, "Ivaldi's Workshop"
Enemies Spawned	L8 Ogre, L7 Ogre, L6 Ogre
Reward	Blades of Chaos Heavy Runic Attack—Gift of Apollo

Complete the "Ivaldi's Workshop" Favor for Sindri by collecting enough Mist Echoes to craft a Niflheim Entry Stone and entering the center chamber. Access the left Realm Tear at a cost of 10,000 Mist Echoes and one Anchor of Fog. The fight starts out with a Level 8 Ogre, who's joined shortly by a Level 7 Ogre. A Level 6 Ogre joins in after a while. Work one of the beasts down until stunned and then ride it into the others. Continue to do this until only one remains, and then finish it off.

19 NIFLHEIM 2

First Available	Complete Sindri's Favor, "Ivaldi's Workshop"
Enemies Spawned	Soul Devourer, L1 Wulver x2
Reward	Axe Pommel—Mistbourne

Complete the "Ivaldi's Workshop" Favor for Sindri by collecting enough Mist Echoes to craft a Niflheim Entry Stone and entering the center chamber. Access the right Realm Tear at a cost of 20,000 Mist Echoes and one Anchor of Fog.

The two Wulvers start as weak Level 1 Wulvers. Defeat a Wulver, and another spawns at one level higher, eventually reaching Level 8. Defeat the highest-level Wulver, and it no longer respawns. It's best to concentrate on the Soul Devourer. Once the boss has been defeated, the Wulvers go away.

Defeating the Wulvers can provide Rage stones; Rage can be used to stun the boss. If you've done the "Hail to the King" Favor for the Huldra Brothers or fought the miniboss at Ruins of the Ancient, you've already faced a Soul Devourer.

20 NIFLHEIM 3

First Available	Complete Sindri's Favor, "Ivaldi's Workshop"
Enemies Spawned	L8 Revenant, L8 Hel-Revenant, L8 Revenant Summoner, L8 Nightmares (summoned during fight)
Reward	Talisman—Talisman of Cursed Power

Complete the "Ivaldi's Workshop" Favor for Sindri by collecting enough Mist Echoes to craft a Niflheim Entry Stone and entering the center chamber. Access the back Realm Tear at a cost of 15,000 Mist Echoes and one Anchor of Fog.

The battle consists of the three types of Revenants, including a Hel-Revenant and Revenant Summoner. The summoner continues to pump out more Nightmares, so focus on her while managing the fliers. The Hel-Revenant is able to slow you down, making it tougher to evade the numerous projectiles.

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Labors

The Eyes of Odin

Objective	Find and dispatch all 51 of Odin's winged spies

Reward

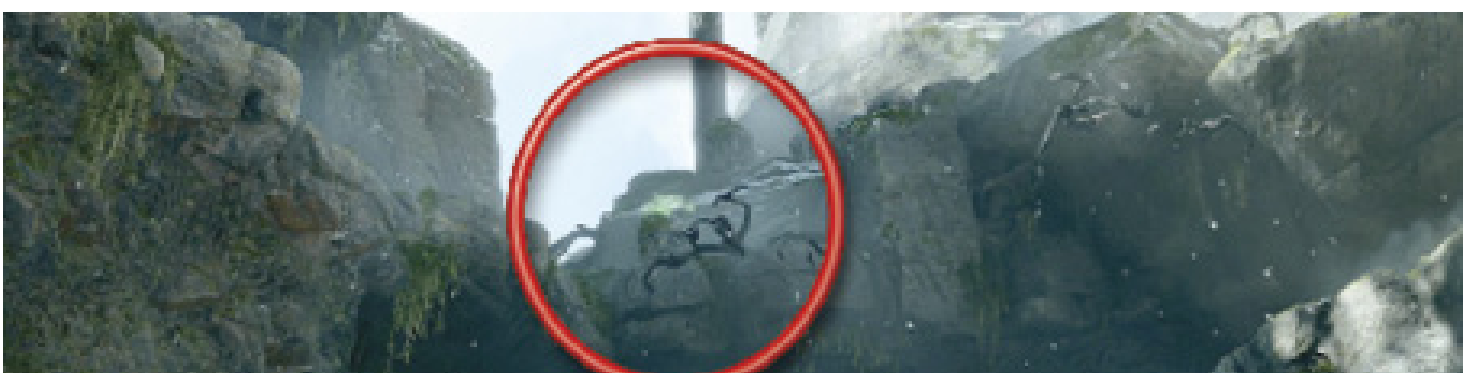
GOAL	# RAVENS	XP EARNED
Bronze	15	1075
Silver	30	1880
Gold	51	3290

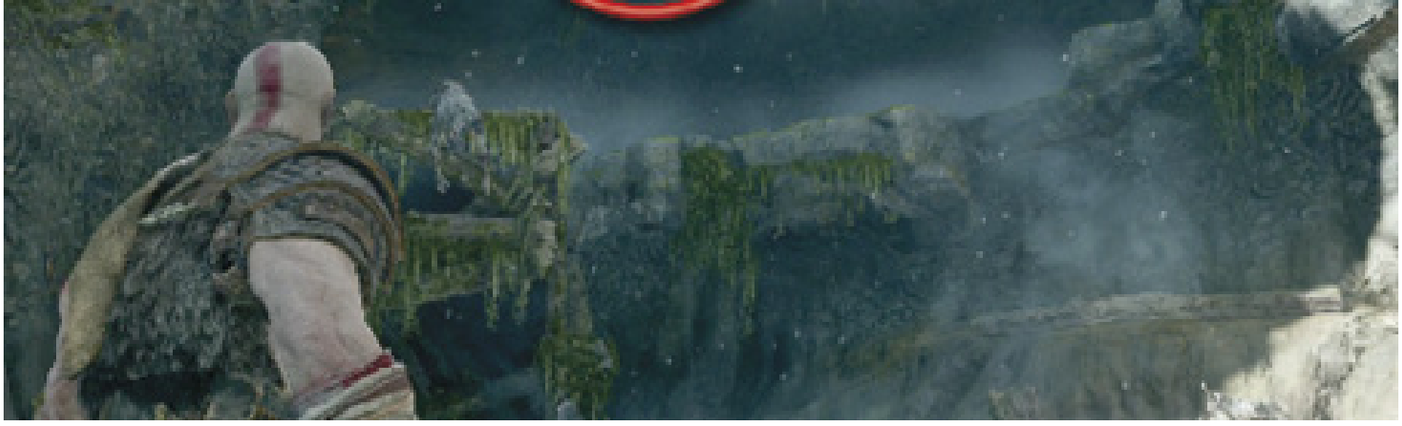
There are 51 Ravens flying or perched around the environment in *God of War*. These guys are often hard to spot, but they make a distinct sound. Anytime you hear their call, look around the environment to find the bird. Hit each one with your axe to gain 100 XP. Dispatch 15, 30, and 51 to earn bonus XP, as stated in our accompanying table.

RAVEN LOCATIONS

Find the locations of all 51 Ravens on our maps in the JOURNEY WALKTHROUGH, FAVORS, and Lake of Nine Explorationchapters.

1 THE RIVER PASS





In the ruins, just after defeating the Heavy Draugr, find this Raven perched on a rock above the location of the two Projectile Draugr.

2 THE RIVER PASS

After the sand puzzle, follow the right path until you see daylight to the right. Sitting atop the uppermost rock is another Raven.

3 THE RIVER PASS

After meeting Brok and cutting through the two caves, just after finding the first boar tracks, you run into a Troll. A Raven is perched high above on the partial arch.

4 THE RIVER PASS

After killing the Troll, you come across an abandoned village as you search for a boar. Perched on the right hut is a Raven.

5 FOOTHILLS

Climb and follow the trails, or simply ride Sindri's lift, up to the base of the Mountain. Turn toward the lift and look up on the rocky cliff on the left. A Raven dances on the edge.

6 ALFHEIM (LIGHT ELF SHORE)

Paddle northwest at the Lake of Light to find the hidden beach Light Elf Shore. Disembark and step toward the water to get the right angle. Turn southeast and spot the Light Elf pedestal and a Raven.

7 MOUNTAIN (DARK CAVES)

Just after dispelling the Black Breath and completing “Light of Alfheim,” you enter the dark caves of the Mountain. Defeat the Revenant Summoner, then move to the far side of the hole in the bridge. Look back under the bridge to find a Raven perched on the beam.

8 MOUNTAIN (THE HEART OF THE MOUNTAIN)

Traversing the dark caves leads Kratos and Atreus to the Heart of the Mountain. Find the tunnel entrance on the northeast side that leads to Brok. Follow the cliff ledge and look to the right to spot a Raven flying around.

9 MOUNTAIN (THE HEART OF THE MOUNTAIN)

After running into Brok, you find a big cart that can be pushed along the tracks. Push it just past a bridge and drop the two sides so that you can cross to the east side of the cavern. Head north to find a Raven at the next corner.

10 RIVER PASS

On your return visit to the Witch with Mimir's head, you must climb out of the cavern to reach her front yard. Climb the chain on the north side and look east to find a Raven perched on the ledge.

11 THAMUR'S CORPSE

Debark at the northern dock near Thamur's Corpse and look left. Spot the Raven as it dances around on the edge of the stone structure. Aim high to get the distance needed to hit it.

12 HELHEIM

Look for the arch that forms a ring above the bridge. A Raven is perched on the inside of the ring, on the north side.

13 HELHEIM

After fighting the Hel-Viken in the lower pit, Hel's Bramble must be torched in order to dislodge a pillar—allowing you to continue toward the Guardian. Before climbing up that pillar, though, look north to find a stationary Raven.

14 HELHEIM

After fighting the Hel-Viken in the lower pit, walk over to the southeast ledge and look below to spot a Raven flying around in a circle. Toss Leviathan ahead of its path to get it.

15 HELHEIM (RETURN WITH ATREUS)

Return to Helheim with Atreus, follow the bridge through a small tunnel, and climb onto the narrow footbridge just ahead. Detonate the Shatter Crystal to the right to find a chest and coffin. A Raven is also inside the small room.

16 HELHEIM (RETURN WITH ATREUS)

Return to Helheim with Atreus and climb onto the second narrow footbridge that runs perpendicular to the bridge. Detonate the Shatter Crystal to access a Hidden Chamber of Odin. A Raven is perched just inside.

17 HELHEIM (RETURN WITH ATREUS)

Descend to the lower floor of the Helheim Hidden Chamber of Odin and approach the stairs. Perched on the A-frame above is another Raven.

18 MASON'S CHANNEL

Disembark at the beach just west of the Alfheim Tower and climb the first ledge ahead. Turn left toward the Njörd's Oarsmen and find the Raven sitting on top of the very front of the right ship.

19 STONE FALLS

Find the wayward spirit next to the gate wheel on the upper level of Stone Falls. Turn west toward the waterfall and look up to find a Raven high on the cliff.

20 BURI'S STOREROOM

The second water drop reveals a Raven near Stone Falls. From the north side of Buri's Storeroom, look toward the rock pillar just left of Stone Falls to spot the Raven flying around it. Fling the axe in front of the bird to hit it in flight. This Raven can also be hit from the upper cliff of Stone Falls.

21 FORGOTTEN CAVERNS

Look for the spindle that holds the three rune bells next to the Nornir Chest. Perched on top is another Raven.

22 FORGOTTEN CAVERNS

Paddle a boat into the waterway behind the Svartalfheim Tower and climb the wall to the tower's backside. Turn around and look down to the left to spot the squawking Raven perched on a ledge.

23 ISLE OF DEATH

After the second water drop, a Raven sits under the shipwreck on the lower level of the Isle of Death. Peek through the two rock formations to find it.

24 IRON COVE

A Raven flies above the rocky outcropping near the southern shipwreck. It's visible from atop the Isle of Death, but you must get within range. After the water drops a second time, slide from the top of the Isle of Death to Iron Cove, and make your way onto the right portion of the shipwreck. Now you're close enough to hit the Raven to the left with an axe throw.

25 NIFLHEIM REALM TOWER

After the second water drop, ride the right elevator to the top of the Niflheim Tower and look over the far side. A Raven sits in the front half of the shipwreck below. Aim high with your axe to hit it.

26 LOOKOUT TOWER

A Raven circles above Lookout Tower. The higher you climb, the easier the throw.

27 CLIFFS OF THE RAVEN

Navigate to the far side of the area, where the brazier and Ogre corpse are found. Head northwest through the narrow path to a gate on the left. Look up on the cliff straight ahead to find the Raven.

28 VEITHURGARD

Take a boat to the small Thor statue island in northern Veithurgard to find a Raven circling above. This is best done during the “Hammer Fall” Favor.

29 VEITHURGARD

On the southeast side of Veithurgard, just left of the castle entrance, a Raven sits on a low rock. Look southeast from the Lore Marker to find it.

30 VEITHURGARD

At the anchor that holds Otr the Dragon, look toward the dragon and use the axe to bust out the wooden boards on the left. You may have to throw the axe again, if the first throw misses its target.

31 VÖLUNDER CHASM

A Raven flies above the Völunder Mines dock. Park your boat and fling the axe ahead of its path in order to take it down.

32 LANDSUTHER MINES

A Raven sits high on a wooden platform near the Mystic Gateway, just west of Brok's Shop.

33 LANDSUTHER MINES

Descend to the lower level of the mines and navigate deep inside to the large cavern, where you face off against the Dark Elf Lord. After first entering the cavern and defeating the initial Dark Elf Warriors, look high into the northeast corner to find a Raven perched on the rocky ledge.

34 FÁFNIR'S STOREROOM

From the Lake of Nine, find Fáfnir's Ravine in the northwest corner and follow the waterway all the way back to a beach. Ride the lift up, step off, and look above to find a Raven sitting on top of the lift.

35 FÁFNIR'S STOREROOM

Visit Sindri's Shop just inside Fáfnir's Storeroom, and look up to find a Raven flying in a circle.

36 FÁFNIR'S STOREROOM

After you visit Sindri's shop and squeeze through the narrow crevice, but before you fight the Reavers, a Raven sits on a branch of a fallen tree on the left side of the footpath.

37 FÁFNIR'S STOREROOM

Perched on a beam at the far end of the forest area, just left of the big waterfall, the Raven overlooks the exit from Fáfnir's Storeroom. Get this bird during the "Fáfnir's Hoard" or "Time Heals All Wounds" Favor.

38 FÁFNIR'S STOREROOM

This Raven is best taken care of during the Favor “Fáfnir’s Hoard.” Make your way through the forest and enter the circular area just beyond the waterfall. The bird flies above the pedestal.

39 NORTHRI STRONGHOLD

Just inside Northri Stronghold, dock at Sindri’s Shop and turn toward the boat. A Raven is perched on a beam across the water.

40 NORTHRI STRONGHOLD

Navigate back to the Reaver ship and look west from the bow. A Raven sits on the grill on the other side of the waterway.

41 KONÙNSGARD STRONGHOLD

After talking to Sindri, follow the path and turn left at the first intersection. Hit the Scorn Pole with your axe and then take out the Hel-Walker in your way. A coffin sits at the dead end; beware, as another enemy emerges from inside. The Raven is perched on the cliff on the other side of the waterfall ahead.

42 KONÙNSGARD STRONGHOLD

On your way to the northern entry stone, kill the Ogre and climb the cliff next to the stream. Turn southeast and hop across the busted bridge. At the corner, back away from the cliff and spot the Raven to the south. It may be easier to spot from the balanced rocks. Toss Leviathan above its head to kill it.

43 KONÙNSGARD STRONGHOLD

Find the anchor that holds Reginn in place, and look across the canyon to spot a Raven perched under an open gate. Aim Leviathan above its head to get the collectible.

44 KONÙNSGARD STRONGHOLD

While freeing the dragon Reginn, unlock the runic door in the corner and pass through the gate on the left. Follow the trail around to the bridge and use your axe to knock it down. A Raven is perched on the cliff to the right.

45 KONÙNSGARD STRONGHOLD

Once inside the stronghold, turn right to find a Jötnar Shrine, and then head to the left and loot the coffin. The Raven is perched on a rock high above the coffin.

46 THAMUR'S CORPSE

After receiving the Chisel, use it to enter the Hidden Chamber of Odin at the northern dock. In the back room, where you fight the Valkyrie Gunnr, a Raven sits in the branches straight above the arena.

47 RIVER PASS

Once you have the Chisel, unlock the Hidden Chamber in the Witch's Cave and explore inside. In the back room, where you face the Valkyrie Kara, a Raven is perched inside an opening on the right wall. It's possible to get it before awakening the Valkyrie.

48 FOOTHILLS

Use the Chisel to unlock the Hidden Chamber of Odin in the Foothills, and ride the elevator down to the lower floor. A Raven dances around on a beam above. Get a good view of the bird from the steps or balcony before taking on the Valkyrie Geirdriful.

49 THE MOUNTAIN

After entering the Heart of the Mountain, go right to find the magic door, and use the Chisel to unlock the Hidden Chamber. Descend to the lower level and approach the doorway to the back room, where you find the Valkyrie Eir. Look to the left to spot a Raven perched on the beam.

50 ALFHEIM

At the northwest hidden beach at the Lake of Light, access the Hidden Chamber of Odin. Step into the arena in the back of the Hidden Chamber and look left to spot a Raven perched on the top of the wall.

51 WILDWOODS

Head back to your home in Wildwoods, and cut through the backyard and garden. New enemies spawn as you fight your way to the magic door. Descend to the lower floor and run to the arena in the back to find a Realm Tear. A Raven flies above the tree branches above.

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Lake of Nine Exploration

Overview

1. Tyr's Temple
2. Vanaheim Tower
3. Lookout Tower
4. Witch's Cavern
5. Muspelheim Tower
6. Landsuther Canyon
7. Niflheim Tower
8. Iron Cove
9. Isle of Death
10. Asgard Tower
11. Fáfnir's Ravine
12. Forgotten Caverns
13. Svartalfheim Tower
14. King's Hollow
15. Light Elf Outpost
16. Ruins of the Ancient
17. Northri Gorge
18. Helheim Tower
19. Mason's Channel
20. Alfheim Tower
21. World Dragon, Fáfnir
22. Council of Valkyries
23. Stone Falls
24. Buri's Storeroom
25. Veithurgard Pass
26. Volunder Chasm
27. Cliffs of the Raven

- Artifact
- Chest
- cipher chest
- Coffin
- dew of yggdrasil
- dock
- Legendary Chest
- lore
- Mystic Gateway
- Nornir Chest
- Raven
- Realm Tear
- Shop
- Treasure Map

This chapter covers the islands, beaches, and towers of Lake of Nine, including the enemies and treasure found at each location, along with how to navigate them. We run through each site accessible from the shores of Lake of Nine and describe the differences between high-water and low-water levels.

Nine Ship Figureheads are hidden around the lake and required for completing the Artifact quest "Abandon Ship." We mention the Artifacts in this chapter, but for location details, refer to the **Artifacts** chapter.

Don't forget to light the braziers atop the eight realm towers. Refer to the **Labors** chapter for more information.

Note that the enemies we list for each location do not include monsters spawned due to a quest, such as those from the "Dead Freight" and "Unfinished Business" Favors. Only enemies outside of the Journey, Favors, and Labors are included.

At the end of this chapter, we also cover Veithurgard Pass, the landmass that connects Lake of Nine to Veithurgard.

RESOURCES FLOATING IN THE LAKE

There are four types of resources available as you boat around the lake. The Yggdrasil's Dew permanently increases your Strength, Runic, Defense, Vitality, Cooldown, or Luck—based on the name of the resource.

WHAT TO LOOK FOR	RESOURCE	WHAT IT'S USED FOR
Corpse floating on raft	Aegir's Gold	Upgrade armor, buy Runic Attacks
Bubbling water	Aegir's Gold	Upgrade armor, buy Runic Attacks
Barrel	Hacksilver	Main currency
White bulb hanging from tree	Yggdrasil's Dew	Increases a stat by 2

HIGH-LEVEL ENEMIES

Take caution when exploring the lake with mid-to-high level enemies occupying some of the beaches and islands. Tough Draugr hang out at Buri's Storeroom after the second water drop, but visit later in the game and high-level Draugr join a Traveler for a bigger challenge. At Cliffs of the Raven, Level 8 Tatzelwurms and Dark Elves spawn at the back beach. After defeating the Stone Trolls in Tyr's Vault, another Stone Troll named Death Eater comes to life at the beach between Helheim Tower and Mason's Channel. The minor and major grunts may respawn after 30 minutes or so.

We begin our coverage with Tyr's Temple, located in the middle of the lake. From there we go south to Vanaheim Tower and continue in a clockwise manner around the lake, touching on every realm tower, beach, and island accessible from the lake.

EVERY HACKSILVER COUNTS

Hacksilver is not only found inside chests and sacks; keep an eye out for buckets hanging from above. Throw your axe at the disc that holds the container up, then loot the Hacksilver that crashes to the ground. After you get Light Arrows, look for crystals that grow out of the rock. Shooting one with an arrow earns a few Hacksilver.

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Lake of Nine Exploration

Týr's Temple

First Available	First water drop
Enemies	None
Notable	Brok's Shop, realm travel, Týr's Vault
Artifact	Yes
Loot	Blade of Chaos Pommel—Weightless War Handles

Týr's Temple should be your first stop after interacting with the World Serpent. Brok has set up a shop inside and introduces you to Mystic Gateways. At first, you can only travel from any discovered gateway back to Brok's shop. Later in the Journey, you gain the ability to travel between any two gateways.

As you progress through the Journey, you discover more secrets of the temple. Once you obtain Light Arrows, you can access the travel room, where travel between the realms is possible with the Bifröst. The following realms become available as you progress through the game.

REALM	WHEN ACCESSIBLE
Alfheim	Early Journey destination
Helheim	Middle Journey destination
Jötunheim	Late Journey destination
Muspelheim	Collect four Muspelheim Language Ciphers ("The Realm of Fire" Favor)
Niflheim	Collect four Niflheim Language Ciphers ("The Realm of Fog" Favor)

Explore Týr's Vault as part of the Journey, and later on you manipulate the temple in order to reach the final realm.

An Artifact sits at the base of the upper steps on the right side as you look at the temple. Once you get the Blades of Chaos, run around to the backside of the lower level to find a Legendary Chest (Blades of Chaos Pommel—Weightless War Handles) covered in Hel's Bramble.

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Lake of Nine Exploration

Vanaheim Tower

First Available	First water drop
Enemies	None
Notable	Foothills access, tower braziers
Artifact	No
Elevators	Accessible on both sides

High Water: Throughout much of the game, the temple's bridge leads directly to Vanaheim Tower. Passing through the tower gate leads to the Foothills, a required trip at multiple points during your Journey. Two common chests sit next to the gate, so be sure to loot the Hacksilver.

At first the tower is only accessible from the bridge, though the elevators are functional. Both start out in the up position, and the recall levers are deactivated. Once they've been ridden down, they can be recalled from any point.

The right dock connects to Lookout Tower, so it cannot be reached directly by boat. Take the right elevator down and climb the chain. Toss the axe at the red jar to clear the path, allowing direct access between Vanaheim and Lookout Towers.

Low Water: The tower is almost identical after the second water drop, except the right dock is accessible by boat.

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Lake of Nine Exploration

Lookout Tower

First Available	First water drop
Enemies	Nightmares, Revenant
Notable	Nornir Chest, Treasure Map (Hunter's Kingdom), Niflheim Language Cipher ("The Realm of Fog"—second drop), Mystic Gateway, Jötnar Shrine (Thrym—second drop), treasure (Kneel Before Thor!), Muspelheim Language Cipher ("The Realm of Fire"—second drop)
Artifact	Yes
Loot	Iðunn Apple

High Water: At first, you can only access one area of Lookout Tower, from the right elevator of Vanaheim Tower or by paddling up to the dock. Kill the pair of Nightmares that fly around the shore, and collect the Treasure Map before focusing on the Nornir Chest.

NORNIR CHEST

Spot the rotating board on the side of the cliff, above the Nornir Chest. Hitting it with your axe disengages the spikes that surround the rune bells, as well as an Artifact that sits next to the corpse. Hit it a second time to maximize the time before the spikes re-engage.

Look left and throw the axe at the first bell on the ledge, recall the axe, and quickly rotate to the right to find the second bell. After the second is hit, continue spinning to the right and aim above the third bell in the distance. Hit it to unlock the chest.

Low Water: Park your boat at the beach and spot the rotating paddles on the ledge to the left. These disengage/engage spikes found throughout the climb up Lookout Tower. Watch out for a few Nightmares as you explore the area. Note that there's a Mystic Gateway inside a small cubbyhole straight ahead of your boat.

Hit the paddle with your axe twice and head west to find a Legendary Chest (Niflheim Language Cipher). Return to your boat, throw your axe at the paddle, and scale the wall ahead.

Turn around and hit the paddle again with your axe. Now you can hop across the gap and continue your climb up Lookout Tower. Punch through the boards ahead for a common chest and kick the chain down on the left. This returns you to the beach that was accessible before the second water drop. Refer to the high-water entry for more information.

ACCESSING MUSPELHEIM TOWER

Continue your climb up the right cliff all the way to the top, and slide down the zip line to find a new beach to the west. Kill the Revenant and Nightmares before accessing the Jötnar Shrine and digging up the treasure to the right.

Climb the ladder to the west to end up directly behind Muspelheim Tower. Loot the Legendary Chest (Muspelheim Language) before passing through the tower gate.

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Lake of Nine Exploration

Muspelheim Tower

First Available	Second water drop (from Lookout Tower)
Enemies	Hel-Traveler
Notable	Mystic Gateway, tower braziers
Artifact	No
Elevators	Right only, inaccessible until used at top

High Water: Only the right elevator ever functions at this tower, and it starts out at the top. The recall lever is disabled at the dock; therefore, you must find a way through the tower gate to access the tower. At this point, you cannot reach the top of Muspelheim Tower.

TO WITCH'S CAVERN

The waterway that connects the Witch's Cave to the Lake of Nine runs between Lookout Tower and Muspelheim Tower.

Low Water: Access the tower through the gate by climbing the nearby cliffs. Refer to the previous "Lookout Tower" entry. Find a Mystic Gateway to the right and a Hel-Traveler between the braziers.

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Lake of Nine Exploration

Niflheim Tower

First Available	First water drop
Enemies	None
Notable	Realm Tear, Mystic Gateway, tower braziers
Artifact	Yes
Elevators	Always accessible on right

High Water: Ride the right elevator up to find a Realm Tear, Artifact, and Mystic Gateway. The left elevator is never available.

Low Water: The tower is identical at both water levels. A new waterway is accessible just east of the tower, called Landsuther Canyon. It leads to Landsuther Mines, which is your destination for Brok's second Favor, "Deus Ex Malachite."

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Lake of Nine Exploration

Isle of Death

First Available	First water drop
Enemies	Revenants
Notable	Brazier (“Unfinished Business”), treasure, Legendary Chest, treasure (The Boat Captain’s Key)
Artifact	Yes
Loot	Blades of Chaos Pommel—Explosive Grips of Fire, Axe Pommel—Ymir’s Breath

High Water: Dock your boat on the northwest side of the island and scale the wall to the top level, where there are a few items to take care of. To the left, use your axe to detonate the explosive and expose an Artifact.

Cut through the hollowed-out ship wreckage until you reach a zip line, and hit another red jar on the left to clear out the surrounding rock. Now you can climb the outside to find a coffin atop the ship. The buried treasure from the Boat Captain’s Key Treasure Map is found under the wreckage.

On the west side, a brazier can be lit as part of the “Unfinished Business” Favor, and a Legendary Chest is covered in Hel’s Bramble, though the Blades of Chaos are required to get inside. Remember the two zip lines for later, since they lead nowhere at the moment.

Low Water: The second drop in water reveals much more of the island; ride a boat onto the north beach. Eliminate the two Revenants and then fling your axe south at the lit red jar to clear the path. There’s a coffin just east from your boat that’s currently inaccessible. Look for the red jar behind the container and slip your axe through the small opening to detonate the explosive. If you have trouble getting it, you’ll have an easier shot later on from the nearby plateau.

Move into the southern area and look up and to the right to spot a hanging lantern. Use your axe to drop it onto the Scorn Pole, allowing you to loot the resources from the coffin. Climb the wall to the northeast.

Climb the ship wreckage for a common chest before leaping to the west. Look for another lit red jar to the right, and hit it with your axe to destroy the Scorn Pole. Loot the resources from the coffin and scale the nearby cliff to end up at the high-water dock.

A new Mystic Gateway is available by dropping off the southwest side of the dock. Take note of the platforms that hang from the cranes to the north; they’re used to access Asgard Tower. Refer to the following “Asgard Tower” section for more details.

PREVIOUSLY AVAILABLE

Scale the nearby wall to reach the upper level. Much of what you see on this plateau was accessible before the second water drop; refer to the high-water entry for more information. Use your Blades of Chaos on the Hel’s Bramble next to the brazier to access the Legendary Chest (Blades of Chaos Pommel—Explosive Grips of Fire).

Move under the ship wreckage and slide down the zip line to access the east portion of the island. Loot the common chest and Legendary Chest (Axe Pommel—Ymir’s Breath) before hitting the explosive to the west and returning to the top level of the island that you just left. Use the zip line on the south side to reach a new section of Iron Cove.

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Lake of Nine Exploration

Iron Cove

First Available	First water drop
Enemies	Poison Wolves, Wulver, Fire Ancient
Notable	Brazier (“Unfinished Business”), Realm Tear (second drop), Treasure Map (Creation Island—second drop), runic door
Artifact	No
Loot	Axe Runic Attack—Mists of Helheim, Resource—Pristine Ore of the Realm

High Water: There’s only one area of the beach accessible at this point. Disembark at the east dock to find another brazier for the “Unfinished Business” Favor.

Low Water: Ride the zip line off the south side of Isle of Death to reach the northern portion of Iron Cove. Detonate the explosive ahead to clear out the Scorn Pole and scale the cliff.

Knock down the lit lantern that hangs from the mast ahead to clear a path to the ship wreckage. A lone Wulver attacks, so deal with it before climbing onto the front of the ship to the left. Turn around and throw your axe at another red jar next to the rear of the ship. Climb onto the ship’s stern and look over the right side to find a pair of explosive jars. Hit them to reveal a coffin.

Jump across to the bow and look right, where three runes are lit up above a runic door; take note of the three letters. Now turn around and spot a couple more explosives below. Detonate them to free up one of three rune towers around the area. By hitting the attached paddles, you can rotate through a series of runes. The three towers need to match the three runes above the door.

RUNIC DOOR

- Return to the stern and look northwest to spot another rune tower. Throw your axe at the right paddle one time to change the rune to a thorn (the right rune in our image).
- Drop to the ground and loot the coffin you freed. Turn southeast and fling the axe at the paddle to change the rune to a sowilo (the left rune in our image).
- Head west and scale the wall to reach the runic door and a whole lot of poison being spewed out of a few Scorn Poles. First, turn around and spot the third rune tower to the east. Hit the paddles to change the rune to a birch (the middle rune in our image).
- Face the runic door, use your axe to drop an explosive onto the left pole, and detonate a red jar that sits next to the right pole. A third Scorn Pole is farther to the left, so hit the nearby jar to rid the area of the nuisance. Watch out for the Poison Wolves that emerge from the destruction.
- Open the door to find a pile of rock and explosive red jars. Step back and toss the axe at one to clear the room. Now loot the Legendary Chest (Axe Runic Attack—Mists of Helheim and Resource—Pristine Ore of the Realm).

Head northeast to reach the original beach of Iron Cove that was accessible before the second water drop. A brazier (“Unfinished Business”) is the only notable item, though a new coffin has been revealed next to the high-water dock. Climb off the end of the dock, shimmy to the right, and drop down. Loot the resources before moving on.

NEW SOUTHERN BEACH

Turn left instead of climbing to the runic door to find a chest on the right ledge. Detonate the red jar to clear the path down to a new beach, which is also accessible by boat. A Treasure Map sits on the right as you approach the main shore.

Two coffins are buried under rock next to explosive red jars, which can be detonated with your axe. Be careful, though, as a sleeping Fire Ancient will take notice.

FIRE ANCIENT

The Fire Ancient possesses the same attacks as other Ancients, so be ready to avoid its fire projectiles when you see its chest cavity open. He may launch an attack from a standing position or down on all fours. The latter attack spews out projectiles in all directions, so keep a safe distance.

Quickly throw your axe at the exposed heart to cause a core chunk to pop out. Wait for an opening and rush in to collect the explosive. Hurl it at the Ancient to stagger it, giving you more opportunity to attack its heart.

Once it’s stunned, get in a couple big hits before performing the stun grab. Eventually it falls in defeat; collect the loot from the Ancient and the two coffins before moving on.

NEW WESTERN BEACH

A separate western beach is now available, where a Realm Tear is found just past a pair of Poison Wolves.

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Lake of Nine Exploration

Asgard Tower

First Available	Second water drop
Enemies	Traveler
Notable	Tower braziers
Artifact	No
Elevators	Right available once used from top, left accessible fromIsle of Death

High Water: Asgard Tower is totally unavailable until the water drops a second time.

Low Water: Only the right elevator is accessible from the water, but it begins in the up position with the recall switch disabled. You must access the tower from Isle of Death. Make your way up to the dock on the northwest side of the island and turn toward the movable platforms that hang from the cranes.

NAVIGATE THE PLATFORMS

Each platform has a wheel on top that rotates as you hit the attached paddles. Hit the left paddle and the platform lowers, while the right raises it. You want to get the next platform lower than Kratos so that you can slide down the rope to that platform. A lever on each platform raises it back to its top position.

1. Lower the first platform and slide down to it. Interact with the lever to return to the up position.
2. Face northwest toward the second platform and slide down the rope to reach it. Use the lever to raise the platform, and then look northeast to the third.
3. Hit the left paddle to lower the platform below your position, then slide down to it. Use the lever to raise it back up before sliding to the cliff ahead.

Follow the trail around to the tower's left elevator and ride it up. A lone Level 7 Traveler kneels as he prepares his sword; get his attention with your axe to begin a fight. Once you're done with the tower, ride the right elevator down to the dock, making this location accessible by boat.

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Lake of Nine Exploration

Forgotten Caverns

First Available	First water drop
Enemies	Heavy Draugr, Rabid Wolves, Wulvers
Notable	Brazier (“Unfinished Business”), Nornir Chest, Muspelheim Language Cipher (“The Realm of Fire”), quest giver (“Dead Freight”—second drop), Mystic Gateway (second drop), Treasure Map (Finder’s Fee—second drop)
Artifact	Yes
Loot	Iðunn Apple

High Water: Disembark at the beach to find a brazier to the right and a Nornir Chest to the left. At the south end, a pillar holds three arms, each with a rune bell hanging from it. You must hit all three bells within a short time limit to unlock the chest. Throw your axe at one of the bells, and the pillar starts to spin, making the other two more difficult. Depending on how the second bell is hit, it either spins faster or slows down. The bells can be hit from any direction; you don’t have to hit the rune portion. It’s possible to hit one bell with the original throw and strike a second when the axe is recalled. Once you deactivate all three runes, collect the Iðunn Apple from the chest.

Climb the chain on the north end of the beach to reach an upper level. A Legendary Chest holds one of the Muspelheim Language Cipher pieces, as long as you haven’t found four. Otherwise, you receive a Legendary Enchantment.

Low Water: A new beach has been revealed since the second water drop. Follow the trail toward the cave to meet a wayward spirit, who lost his ship crews in a thunderstorm. Talking to him begins a Favor (“Dead Freight”) that requires you to kill three crews of Hel-Walkers.

Continuing into the cavern takes you past a chest and Mystic Gateway before arriving at a trio of hungry Wolves. After killing the foes, go west to find a Treasure Map and another chest.

PREVIOUSLY AVAILABLE

Climb the northeast wall and follow the path all the way up to a dead end. Scale the south wall to the top of the caverns to find the area that was already accessible. If you haven’t been here yet, a Cipher Chest and Artifact sit nearby, while a brazier and Nornir Chest are accessible to the south. Be careful, as two Wulvers attack once you descend the chain. Find a zip line near the Nornir Chest for a quick trip back to your boat.

Return to Forgotten Caverns later in the game to find a valuable Dragon Tear. Climb the chain near the brazier and go left to the dead end. Dig up the mound of dirt to score the Legendary Resource

FÁFNIR’S RAVINE

Fáfnir’s Ravine, located just south of the caverns, leads back to Fáfnir’s Storeroom—a required destination for Sindri’s first Favor, “Fáfnir’s Hoard”

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Lake of Nine Exploration

Svartalfheim Tower

First Available	Second water drop
Enemies	Traveler Champion
Notable	Realm Tear, Mystic Gateway, tower braziers
Artifact	No
Elevators	Right elevator only, but disabled at upper position

High Water: Only the right dock is available at Svartalfheim Tower, but the recall switch is disabled with the elevator in the up position. You must access the tower from behind the gate, which isn't possible until the water drops a second time.

Low Water: Paddle through the opening behince Svartalfheim Tower and dock at the small beach on the left. Scale the cliff to reach the backside of the tower. A common chest is located to the left, and a Realm Tear sits at the edge of the cliff to the right.

Pass through the tower gate to find a Traveler Champion and a Mystic Gateway. Be sure to ride the right elevator down before moving on, so that it's available later on.

KING'S HOLLOW

The waterway behind the tower turns into King's Hollow and leads to Konùnsgard Stronghold. Pick up the Huldra Brothers' final Favor, "Hail to the King," before heading that way. One of the World Dragons (Favor: "The Fire of Reginn") is also found at that location.

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Lake of Nine Exploration

Light Elf Outpost

First Available	Second water drop
Enemies	Ogre, Shadows, Hel-Reaver Guards
Notable	Two Realm Tears, Nornir Chest, Chisel door, treasure (Island of Light)
Artifact	No
Loot	Runic Summon—Bitter Squirrel, Resource—Pristine Scales of the Realm

High Water: Even though the upper half of the island is visible above the water, you're unable to get into the area, making Light Elf Outpost completely inaccessible until the second water drop.

Low Water: The beach is on the north side of the island. Move into the central area to find a high-level Ogre and a few Shadows. Kill the enemies and then access the Chisel door (Chisel required) to find a coffin. Return to this area after receiving the Blades of Chaos to find Hel-Walkers have moved in.

ONE RUNE FOR THE NORNIR CHEST

Face southeast and bust the boards ahead with your axe so that Atreus can fire a Light Arrow at the crystal inside. Run up the bridge to find the Nornir Chest. Look northeast to spot the first rune, and hit it with your axe. The other two are found later as you climb the outpost. Head right, over the gap, and turn left to reach the outer circle of the island.

Drop the chain on the left and climb down to find a Viken. Loot the chest at the end of the path ahead and then look left. Throw your axe at the boards and fire a Light Arrow at the crystal on the other side to form a bridge above.

PLACE FIRST CRYSTAL

Backtrack down the walkway until you can scale the right wall. At the next level, use the chain to open the grill. Drop back down the wall you just climbed and knock out the cracked boards to find a chest and crystal. Open the gate for a shortcut back to the central area, and pick up the crystal.

Carry the crystal up the light bridge, through the new opening, and across a second light bridge. Drop it in order to kill two more Shadows, then take it down the right path. Place it in the base and shoot it with a Light Arrow to form another light bridge above.

Just beyond the new bridge, watch out for a couple more Shadows. Once they're taken care of, bust through the boards on the left. Loot the chest and knock the chain down the far edge, just in case you need a shortcut later on.

SECOND RUNE FOR THE NORNIR CHEST

Continue along the outer trail until you reach a scalable wall on the left and a chain just ahead. Before you follow either one, look straight ahead to find a Nornir Chest rune sitting on the side of the ruins. Hit it with your axe.

Drop down first to find a treasure and open the nearby gate, providing another shortcut to earlier portions of the island. Climb up the chain and then scale the right wall. Two Reaver (Shield) immediately attack, so quickly take them down. Two Shadows attack from distant ledges. Use your axe to kill them from a distance, or avoid their projectiles until you can get a closer shot.

PLACE SECOND CRYSTAL AND THIRD RUNE

Step up to the southeast gap, look down, and hit the crystal with a Light Arrow. Follow the trail ahead and open a gate on the left before returning west over the light bridge. As you cross the light bridge, look down to the left to spot the final Nornir Chest rune sitting on a separate portion of the ruins. Head north to find another crystal, which forms a second light bridge when hit with a Light Arrow. Cross this bridge and grab the crystal on the right. Carry it across both bridges and through the raised gate.

Place the crystal in the base against the far wall and hit it with a Light Arrow, along with two crystals that sit on the top of the ruins above, to spawn a Realm Tear. A Legendary Chest (Runic Summon—Bitter Squirrel, Resource—Pristine Scales of the Realm) and common chest are also available on the top level of the outpost.

Destroy the boards to the east, loot another chest, and drop off to the lower level. Follow the footpath to the left to find a chest and a chain. Climb down the chain and continue down to the Nornir Chest to get your well-earned Iðunn Apple.

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Lake of Nine Exploration

Ruins of the Ancient

First Available	Second water drop
Enemies	Soul Devourer
Notable	Mystic Gateway, Treasure Map (The Historian), Niflheim Language Cipher (“The Realm of Fog”)
Artifact	No
Loot	Legendary Enchantment (if Niflheim Language Cipher already complete)

High Water: The ruins are fully covered by water until the second water drop.

Low Water: In the northwestern reaches of the lake, dock at a small beach on the north side of Ruins of the Ancient. A Mystic Gateway sits next to the boat, a Treasure Map is located on the right side of the beach, and a Cipher Chest sits across from the entrance.

A Soul Devourer patrols the area, though the fight is completely optional. You must attack before it retaliates. You also fight the Soul Devourer during Brok and Sindri’s final Favor, “Hail to the King.”

SOUL DEVOURER

The Soul Devourer is similar to the Ancients, with its impenetrable rock exterior and four attacks. Wait for it to expose its heart before you throw your axe into the chest cavity. This causes a core chunk to fly out onto the beach. Wait for a respite in its attacks, and swoop in to grab the explosive. Heave it at the miniboss to stagger it, then go after its exposed heart.

Use the stone pillar in the middle of the beach for protection. Remain on the opposite side from the Soul Devourer, and peek out when its chest is exposed for a quick toss of the axe. Only run out into the open to grab the chunk and hit its exposed heart.

Once it’s stunned, hit its vulnerable spot a couple times before performing the stun grab. Continue to attack the heart whenever possible, until finally it collapses in defeat.

NORTHRI GORGE

Continue boating past the Ruins of the Ancient into the far northwest corner, and you reach Northri Gorge, which leads to Northri Stronghold. This location is your destination for Sindri’s second Favor, “Family Business.”

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Lake of Nine Exploration

Helheim Tower (with Connected Beach)

First Available	First water drop, second water drop for connected beach
Enemies	Nightmare, Death Eater
Notable	Tower braziers, treasure (Njörd's Oarsmen—second drop), Treasure Map (Island of Light—second drop), Sindri's Shop
Artifact	Yes
Elevators	Right always accessible, left cannot be used until second water drop

High Water: At this point, you can ride the right elevator up to obtain an Artifact. The left elevator cannot be reached by boat, and there's no recall lever at the top. A beach connected to the tower isn't exposed until the second water drop.

Low Water: After the second water drop, a beach is uncovered to the east, which connects to the right elevator. You can also pull a boat onto the beach in front of the western oarsman.

A Mystic Gateway is available on the north side of the beach, and a Treasure Map sits just left from the beach. A Troll statue called Death Eater stands guard near the gateway. Watch out for Nightmares that fly around the area. Death Eater comes to life after you have collected the Black Rune and defeated the Trolls in Tyr's Vault.

DEATH EATER

Once the Death Eater comes to life, it patrols the beach and attacks Kratos on sight. It's similar to other Trolls, with its massive size and pillar.

When you're in close proximity to the Troll, it may attempt to stomp on you with its foot or smash the ground with its right hand. Evade these attacks and get in a couple hits before it recovers.

Watch for it to grab sand with its right hand. Sprint away from this move as it flings the sand your way. A successful hit blinds you for a few seconds, so clear out of the area until your sight comes back.

After the Death Eater lifts the pillar above its head, it smashes the weapon into the ground—causing a number of small rock formations to jut out of the ground. Touch one of these rocks, and it detonates, causing damage and possibly the blinded status effect.

The Death Eater may smash the ground up to four times, so it's best to vacate the area if you see this move coming. The rocks may appear anywhere, so remain alert and tread carefully. Use light axe throws to take the rocks out from afar.

The Death Eater is also able to charge at you and thrust the pillar into the ground. If he runs straight at you, evade to the side to avoid taking damage, and immediately retaliate with a combo.

If it extends the pillar out to its side, dodge-roll away from the Troll. It swings its weapon around 540 degrees, causing damage and knocking you back.

It can be staggered with Atreus' Shock Arrows, so keep them flying. Continue to attack between its moves, and eventually the Troll falls in defeat. Collect the Light Blades Runic Attack and resources dropped by the Troll before moving on.

Scale the wall on the northeast side of the beach and shimmy along the narrow ledge, where Sindri has set up a new shop location. Just north of him, climb another cliff. From there, run right through a tunnel and dig up a treasure that's been buried next to a Njörd's Oarsman.

Near the previous climb, you can scale another wall to reach the highest point. A common chest sits next to the entrance to the Council of Valkyries. Head west to find a zip line that quickly returns you to Sindri.

COUNCIL OF VALKYRIES

Notable	Sigrun (Valkyrie Queen), treasure (The Last Place They'd Look), Mystic Gateway

Hop across the gap in the walkway and immediately turn around. Detonate the red jar below to free a coffin, make your way down to its location, and loot the resources. As part of the Valkyries Favors, you must place the Valkyries' helmets on the eight thrones that sit around the perimeter of the arena, and fight the Valkyrie Queen. A Mystic Gateway allows quick access back to this arena, and a treasure has been buried between the second and third seats on the left.

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Lake of Nine Exploration

The Mason's Channel (Njörd's Oarsmen)

First Available	First water drop
Enemies	None
Notable	Foothills access, tower braziers
Artifact	No
Elevators	Accessible on both sides

High Water: Even though the oarsmen are visible after the first water drop, you're unable to pass underneath their oars until the water drops for a second time. The beaches on each side of the statues are fully covered until that point.

Low Water: The second water drop gives you access to Mason's Channel, which is your first Journey destination after Mimir talks to the World Serpent. Take a boat north up the channel to find a beach. On the left side, use a wheel to open the nearby water gate and gain access to Thamur's Corpse. Enemies are typically found on this island, as well as a wayward spirit (Favor: "Anatomy of Hope") who needs help finding the bones of his beloved Gullveig.

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Lake of Nine Exploration

Alfheim Tower (with Connected Beach)

First Available	First water drop, second water drop for connected beach
Enemies	None
Notable	Realm Tear, entrance to Fáfnir ("The Flight of Fáfnir"), tower braziers
Artifact	Yes
Elevators	Accessible on both sides

High Water: Both elevators are accessible at all times. Ride one up to find an Artifact and Realm Tear. There's nothing else at this location until the water drops farther.

Low Water: After the second water drop, a beach is uncovered on the west side of the tower, though the dock is still available. The tower itself remains the same.

You can pull a boat onto the beach just in front of the eastern oarsman. Use your Blades on the Hel's Bramble to the right to score a nice cache of Hacksilver. Hit the Shatter Crystal with a Shock Arrow to clear the base of the cliff, then climb to the ledge above.

To the right, a Realm Tear sits in front of an obstruction, which can be eliminated by firing a Shock Arrow at a hidden explosive from the left ledge. The pathway above leads to a large doorway. Pass through the entrance to find one of the World Dragons (Favor: "The Flight of Fáfnir").

Stone Falls

First Available	First water drop
Enemies	Revenant, Tatzelwurm, Draugr
Notable	Quest giver ("Hammer Fall"), Mystic Gateway, Treasure Map (The Boat Captain's Key)
Artifact	Yes
Loot	Rare Talisman—Golden Talisman of Protection, Rare Enchantment—Frost Sigil of Runic, Rare Axe Pommel—Deadly Grip of Fury, Rare Resource—Pristine Dust of the Realm

High Water: Boat to the northeast corner of the lake and slide onto the beach, located directly west of the massive gate. Bust through the boards on the left to find a Mystic Gateway. A Treasure Map rests on the right side of the beach.

Run through the open gate ahead and kill the Revenant and Tatzelwurm as they spawn into the area. Face south and fling the axe at the disc that holds up a bridge. Exit the same way you came in and interact with the chain to close the gate. This opens a grill to the north.

Hop across the bridge to find a wayward spirit ("Hammer Fall") in need of your help. Turn the wheel next to him to open the big gateway ahead, which leads to Veithurgard Pass.

Open another gate to the north to reach the same area as before, but now you can loot a common chest and Legendary Chest (**Rare Talisman**). Climb the short ledge to the northeast to find an Artifact.

Low Water: At the low-water level, find a beach closer to the Veithurgard gate. Bust through the boards on the left before climbing the ledge and hopping a gap in the path. Kill the Draugr that appears from the small room and loot another chest.

Approach the gap to the southeast and spot the Shatter Crystal below. Hit it with a Shock Arrow to get the waterwheel moving, and hop to the other side. Watch as a few Shatter Crystals, attached to another wheel, move past the sap-covered coffin ahead. Hit one with another arrow as it passes the container to gain access to the resources inside.

Climb a chain to the left to reach the highest level of Stone Falls, which was accessible before the water dropped a second time (and covered in the high-water entry). The Shatter Crystals continue to rotate with the wheel; hit one with a Shock Arrow as it moves past the covered wheel in the corner.

Interact with the wheel until a coffin is raised to its highest point. Head northwest through the open gate (this may not be open, if you haven't been here yet; refer to the high-water section for more information) and climb the ledge on the right. Approach the inaccessible coffin until you spot a Shatter Crystal on the side of the first coffin. Hitting it with a Shock Arrow unlocks both containers.

Loot the Rare Enchantment from the coffin and return to the wheel. Use it to lower the coffin to your level, and swipe the resources from inside. Hop across the bridge and run to the southwestern beach.

Drop off the east side, step left, and fire a Shock Arrow at the Shatter Crystal on the waterwheel to get it moving. Turn around and climb down the chain on the left side of the trail to return to where you started.

Before you leave, find a Legendary Chest to the left. Wait for a Shatter Crystal to approach the chest, hit it with a Shock Arrow, and pilfer it!

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Lake of Nine Exploration

Buri's Storeroom

First Available	Second water drop
Enemies	Variety of Draugr and a Traveler or Traveler Champion (later in game)
Notable	Treasure (Creation Island)
Artifact	No
Loot	Blades of Chaos Runic Attack—Rage of Titans, Leviathan Axe Runic Attack—Glaive Storm

High Water: Buri's Storeroom is a small island just south of Stone Falls, but the beach is fully covered until the second water drop.

Low Water: Right away, you spot a runic door with three bells nearby, though one sits behind a gate. Run under the open gate and kill the Draugr that show up. Be careful here as a high-level Traveler or Traveler Champion shows up later in the game. Lure the Draugr toward the boat and take them out before disturbing the Traveler. Move to the far end of the trail, look up to the right, and shoot a Shock Arrow at the Shatter Crystal. This unlocks a wheel at the top of the steps.

Before heading up there, search the right side of the path to find a Legendary Chest and treasure. Use your Blades of Chaos to bust through the Bramble and loot the **Blades of Chaos Runic Attack**.

Pass back through the open gate, run left up the steps, and interact with the wheel until the gap in the waterwheel lines up with the water. This allows you to paddle your boat through the opening and onto the eastern beach.

Run west and use the chain on the left to close the gate and reveal the rune. Take the boat back to the western beach and quickly hit all three rune bells with your axe to unlock the storeroom door. Move inside, descend the steps, and loot the Legendary Chest (Leviathan Axe Runic Attack). Paths to the left and right both lead to common chests.

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Lake of Nine Exploration

Jötunheim Tower

First Available	Appears late in Journey
Enemies	None
Notable	Tower braziers
Artifact	No
Elevators	Accessible on both sides (Once tower is available)

Jötunheim Tower is required for completing the “Light of the World” Labor, though it cannot be accessed until late in the Journey.

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Lake of Nine Exploration

Cliffs of the Raven

First Available	First water drop
Enemies	Dark Elf, Dark Elf Warrior, Dark Elf Lord
Notable	Brazier (“Unfinished Business”), treasure (Dead and Bloated), Muspelheim Language Cipher (“The Realm of Fire”), Nornir Chest
Artifact	Yes
Loot	Horn of Blood Mead, Blades of Chaos Pommel—Grips of the Cursed Flame

High Water: Paddle a boat southeast from Vanaheim Tower through the nearest opening and continue back to the beach. A Troll corpse stretches across much of the beach; find a treasure behind its legs. A brazier sits on the right as part of the “Unfinished Business” Favor.

Look for a small boarded-up hole on the northeast cliff and bust it open with your axe. Give Atreus a boost into the opening and wait for him to drop the chain. Climb up and loot the Cipher Chest (Muspelheim Language Cipher). Grab the Artifact just northeast of there before returning to your boat.

VÖLUNDER CHASM

Paddle back out to the lake, then head east to find Völunder Chasm. Follow this waterway back to Völunder Mines, your destination for Brok’s first Favor, “Second Hand Soul.”

Low Water: Find the low-water beach just west of Vanaheim Tower. Move up the left path to a gate, use the chain to open the gate, and throw your axe through the three pods. Drop the gate and return to the boat. Head right and hit the single pod with your axe before climbing the chain.

Follow the left trail and climb up two levels. Turn south and leap across the gap. Step toward the Nornir Chest and take note of the three runes displayed on the front. Turn left to spot a couple more pods, throw the axe through them, and hop over to the wall. Climb up to find one of the runes, but the Winds of Hel energy is required.

Jump over a gap to the southeast, climb the chain ahead, and loot the chest. Hop over another gap and kick the chain off the right side.

PREVIOUSLY AVAILABLE

Go left, loot the chest, and climb down another chain to reach the beach that was available before the second water drop. This time, Dark Elves are there to greet you, so kill them.

If you haven’t been here yet, refer to the high-water section for more information about a treasure, brazier, Muspelheim Language Cipher, and Artifact.

NORNIR CHEST

Run north until you find the Winds of Hel energy to the left. This is where you raised the gate and destroyed the three pods at the start of this location. Three traps sit on the plateaus around the Nornir Chest, and they’re connected to rotating runes. They must be set to the correct runes using the Blades of Chaos and Winds of Hel. These can be done in any order; the following is one way to complete this task:

1. Grab the Winds of Hel with your Blades of Chaos, move back up the path a few steps, and transfer the energy to a trap on the right wall.
2. Move through the new opening and climb the wall to the southwest. Run north past the Nornir Chest, jump to the climbable wall, and proceed to the top. Leap over the gap to your right, approach the left edge, and look back to spot the Winds of Hel.
3. Grab the energy, return to the previous area, and place it into the trap on the right. Let it rotate through two runes (a thorn—looks like a triangle on a vertical line) and then pull it back out.

4. Turn south and throw the energy into another trap. Climb down the nearby ledge and jump over to the Nornir Chest.
5. Grab the Winds of Hel, move up the hill to the right, and deposit it into the second rune trap. Let it rotate through two runes (rotated hagalaz—looks like an N on its back) and pull the energy back out.
6. Throw the Winds of Hel back into the central trap and climb the chain to the south. Move to the left edge and collect the energy. Turn around and place it into the third rune trap. Let it rotate through two runes (ride—looks like the letter R) before grabbing the energy with your Blades and transferring it into the central trap.

Loot the Nornir Chest. Drop to the lower level and find the exit blocked by a tentacle. Throw the axe through the two pods and raise the gate.

Now, go back up the hill and collect the Winds of Hel one last time at this location. Sprint downhill, drop off the ledge, and transfer the energy into the trap on the door to reveal a Legendary Chest.

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Lake of Nine Exploration

Veithurgard Pass

1. Lava Ancient

2. Lore Marker

3. Lore Marker

4. Grab the Boat

Coffin

dock

lore

Mystic Gateway

Shop

As long as you've visited Stone Falls and manipulated the wheel in order to open the massive gate, you can boat into Veithurgard Pass on your way to Veithurgard.

If the water has only dropped once, the waterway leads all the way to a new

First Available	After first water drop
Enemies	Lava Ancient, Draugr, Projectile Draugr, Rabid Wolves
Notable	Brok, Lore Markers
Artifact	No

Brok shop. Otherwise, a group of Draugr greets you at the beach. Fight cautiously, as the Lava Ancient **(1)** miniboss rests to the left. If you wish to fight the Ancient, wake it up after eliminating all of the Draugr.

LAVA ANCIENT

Much like the other Ancients, the Lava Ancient has an indestructible exterior and possesses three explosive attacks. If it falls back onto all fours, it launches fireballs outward in all directions. After it falls forward onto all four limbs, it detonates a heat blast in its chest, damaging anyone nearby. After crossing its arms, the miniboss opens its chest and fires explosives in a wide area toward its target.

Use the boulders littered around the beach as cover from the Ancient's projectile attacks, peeking out enough to fling your axe into its exposed chest cavity. This causes a core chunk to fall to the ground. Swoop in when safe to do so, collect the explosive, and return it to the miniboss. After the explosive detonates on the enemy, its chest can open up in a staggered state—allowing you to go in for more hits to its heart. You can also stun it if a thrown chunk fills its Stun Meter.

Once it's stunned, sprint in and deliver a couple big hits before performing a stun grab. If you do enough damage by pounding on the Ancient's heart before it recovers from the stun, it falls to the ground.

Once you're ready to move on, collect the resources from the coffin to the north, then climb the cliff on the right. This leads up to Brok and a Lore Marker **(2)**, which Atreus translates into an introduction to the Dwarf King. Squeeze through the crevice to the northeast.

Kill the low-level Wolves and Draugr before using your axe to open the spiked gate and reveal a hidden coffin. Next, crouch-walk through the small opening to find more Wolves. After dealing with the beasts, instruct Atreus to translate the Lore Marker **(3)** and a Lore Read north of the marker.

On the south side of the area, a heavy pillar of stone blocks the path, so lift it out of the way for Atreus. A boat **(4)** hangs on a rack next to the water ahead, so toss the axe at the disc that holds it up and then hop in the vessel.

There are two places to visit in Veithurgard: turn left once there to find the Thor statue **(5)**, and turn right for the mainland **(6).** Destroy the statue on the small island to complete the "Hammer Fall" Favor. The southern dock leads to much more: one of three World Dragons, a Realm Tear, a full set of Artifacts, a Nornir Chest, and more. Exploration of this area is covered with "The Imprisonment of Otr" Favor.

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Appendices

Jötnar Shrines

Find 11 Jötnar Shrines as you play through the Journey and optional content. Atreus makes sense of the scenes displayed on the board and summarizes them in the journal. Select Lore from the Codex Tab to read his entries. There are different banter and Journal entries if Mimir is with Kratos and Atreus. Earn 615 XP per shrine, and collect 1880 XP once all 11 have been discovered.

JÖTNAR SHRINE		AVAILABLE	LOCATION
·	Sköll & Hati	Journey: The Marked Trees	Wildwoods: Make a left after using the axe to hold up the gate. Follow the steps up to find the Jötnar Shrine.
·	Hrungnir	Journey: Escape the Ruins	River Pass: Found in the ruins before making your escape.
·	Jörmungandr	Journey: Path to the Mountain	Foothills: Pass through the Vanaheim Tower gate and bust through the boards on the left.
·	Gróa	Journey: The Light of Alfheim	Realm of Alfheim: Just outside the temple, next to Sindri's shop.
·	Ymir	Journey: Inside the Mountain	The Mountain: On your way to the Summit, Shock Arrows are obtained just before re-entering the Mountain. Eventually, you pass a room barricaded by tree roots and sap. Grab a Shatter Crystal from a dispenser in the next room and toss it onto the sap. Use a Shock Arrow to remove the obstruction. The Jötnar Shrine is inside the small room.
·	Thamur	Journey: After collecting the Chisel	Thamur's Corpse: Inside Hidden Chamber of Odin.
·	Bergelmir	Journey: Break the Chains	Týr's Temple: Solve the sand puzzle and use the lever to descend to the lower level. Turn around to find the Jötnar Shrine.
·	Thrym	Lake Exploration after second water drop	Lookout Tower: Climb Lookout Tower to the top and then ride the zip line west to an area behind Muspelheim Tower. Kill the enemies before interacting with the Jötnar Shrine.
·	Skaði	Favor: The Imprisonment of Otr	Veithurgard: Just inside the castle.
·	Starkaðr	Favor: Hail to the King	Konùnsgard Stronghold: Just inside the stronghold.
·	Surtr	Labor: Mountain High	Realm of Muspelheim: Next to Brok's shop.

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Treasure Maps

Scattered throughout Midgard, 12 Treasure Maps offer hints at valuable treasure buried elsewhere in the realm. When a map is collected, Atreus translates the scroll and the hint is added to your journal under Treasure Maps, within the Goals Tab. The reward for finding the treasure is listed on this same page, plus a drawing of the location is shown in the background.

KNEEL BEFORE THOR!

Treasure Available	After second water drop
Treasure	Hacksilver, 1 Unstable Ore, 3 Hardened Svartalfheim Steel, Enchantment—Eye of Rage
Map Location	Landsuther Mines

The map sits next to the coffin inside the lift, which is inaccessible from the main floor. You must descend into the hole and ride the lift up to find it.

Scroll	"I've lived to serve the god of thunder and I bury my greatest treasure right where all inhabitants of Midgard should dwell: at the feet of the God of gods."
Treasure Location	Lookout Tower

Climb to the top of Lookout Tower and slide down the rope to reach a hidden beach behind the Thor statue. The treasure is just right of the Jötnar Shrine, next to his foot.

DON'T BLINK

Treasure Available	After returning to "black breath" with Alfheim light
Treasure	Hacksilver, 1 Glacial Catalyst, Enchantment—Eye of Fury, 2 Solid Svartalfheim Steel
Map Location	Fáfnir's Storeroom

This Treasure Map is best collected during Sindri's "Fáfnir's Hoard" Favor. At the stone pedestal, where you must insert the Key Orb, grab the map nearby.

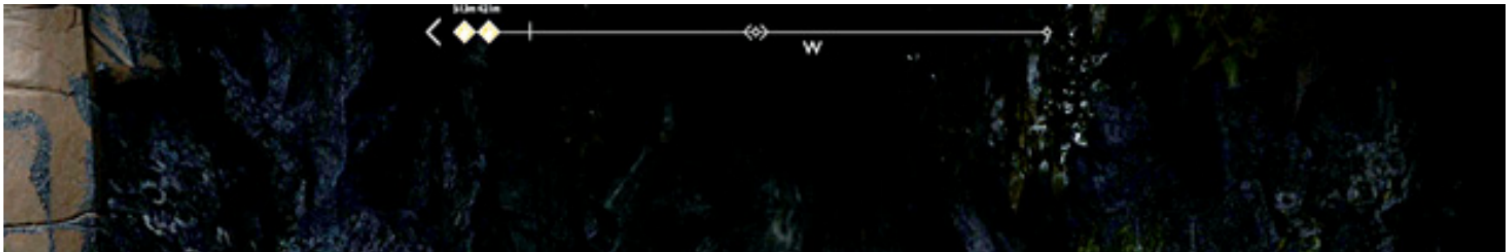
Scroll	“My journey will be long and I can only carry the essentials. I leave my possessions under the watchful eyes of the face of stone until I return.”
Treasure Location	Foothills

Make your way through the Foothills and climb the base of the Mountain until you reach the opening that forms the mouth (the entrance to Peak Pass). The mound of dirt is on the edge of the cliff.

FINDER’S FEE

Treasure Available	During “Family Business” Favor
Treasure	Hacksilver, 1 Unyielding Cinder, 9 World Serpent Scales
Map Location	Forgotten Caverns

Dock at this beach on the west side of Lake of Nine. Move past the Mystic Gateway and kill the wolves that feast on a corpse. The map sits next to a chest in a cubbyhole left of the gear that raises the gate to King’s Hollow.



Scroll	“I’ve been working for these Reavers for a long time but the pay is always short. With the camp split between Hræzla and his old man, no one will notice me taxing a bit of the earning on the side. My secret perch is the perfect hiding spot.”
Treasure Location	Northri Stronghold

After activating the waterwheel and opening the first set of gates, climb up to the high perch above the dock to find the treasure. Grab this treasure during the “Family Business” Favor.

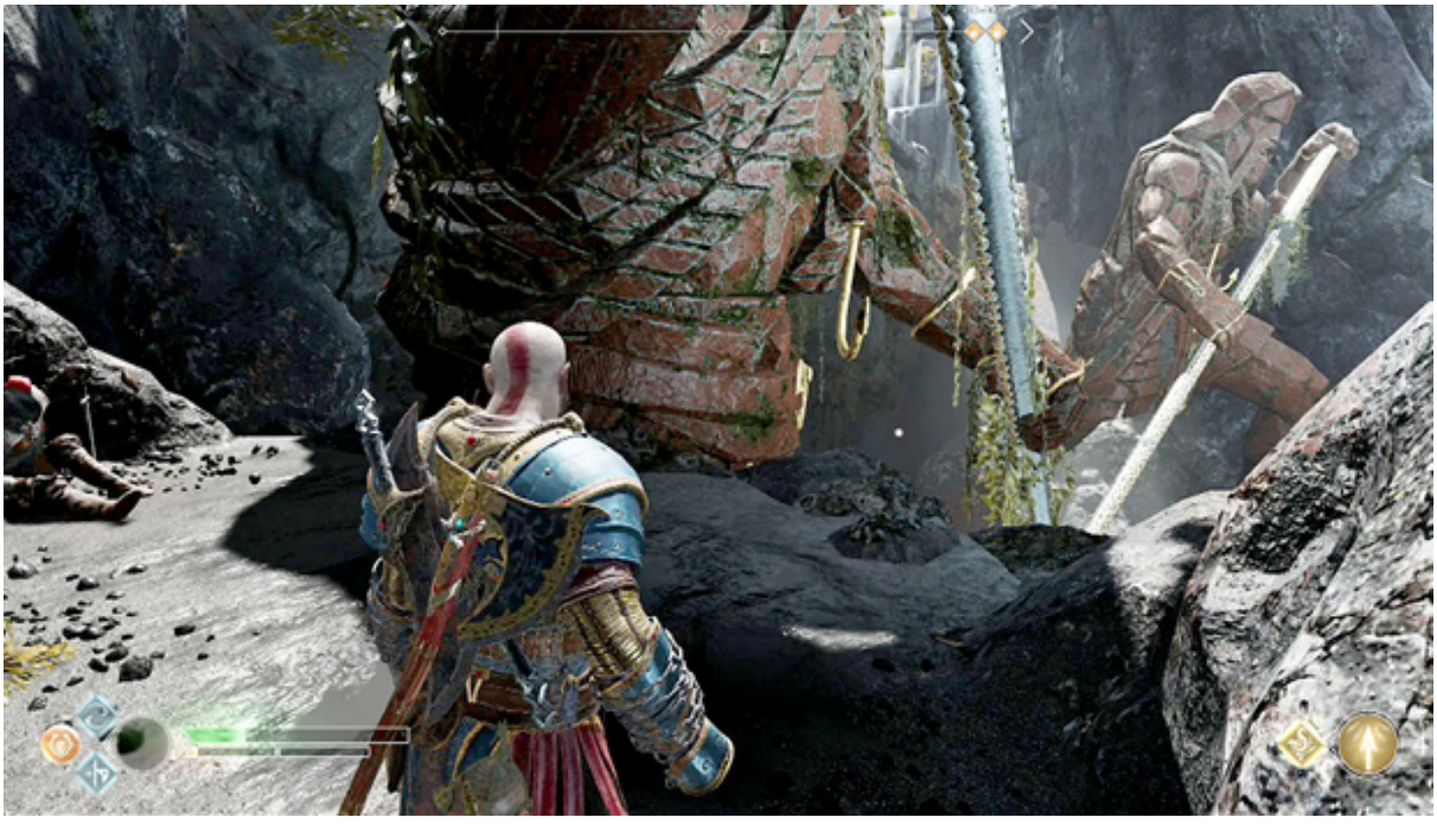
NJÖRD’S OARSMEN

Treasure Available	After second water drop
Treasure	Hacksilver, 1 Glacial Catalyst, 9 World Serpent Scales, Enchantment—Stone of Frost Supremacy
Map Location	Northri Stronghold

After completing Sindri’s first Favor, “Can’t Take It with You,” start his second quest, “Family Business.” Play through the Favor until you beat the Traveler at the ship. Bust through a weak point on the northwest side of the ship’s lower deck to find the map.

Scroll	“On my last voyage, my ship was ravaged by Thor’s thunder and storms. I had given up hope when the gentle wind of Njörd parted the dark clouds and filled my sails. I have hidden my treasure up high where I can forever row with Njörd’s Oarsmen.”
Treasure Location	Njörd’s Oarsmen

The treasure rests on a ledge on the west side of the Mason’s Channel, next to the left oarsman. From the nearby beach, climb and shimmy to Sindri’s shop, scale the nearby cliff, and then head right to find the spot.



THE TURTLE’S TRIBUTE

Treasure Available	During return visit with Mimir's head
Treasure	Hacksilver, 1 Oblivion Stone, 5 Soft Svartalfheim Steel, Enchantment—Stone of Frost Mastery
Map Location	Witch's Basement

The map is inside the small eastern room, just outside the Hidden Chamber of Odin. This requires Light Arrows to create light bridges down to the Nornir Chest, then a Shock Arrow so that you can climb into the room.

Scroll	"Where the leaves are red, and the moss is green. I buried my treasure where the tortoise doth dream."
Treasure Location	River Pass

The treasure isn't too far from the map, sitting just outside the Witch's home. Climb out of the Witch's Basement and follow the stone path toward the turtle. Find the mound of dirt on the right side of the trail, near the boulders.

HUNTER'S KINGDOM

Treasure Available	After first water drop
Treasure	Hacksilver, Leiptr Alloy, 5 Solid Svartalfheim Steel, Enchantment—Stone of the Axe
Map Location	Lookout Tower

Before the second water drop, access Lookout Tower from Vanaheim Tower, or park a boat at the dock. The map sits just to the right from the dock.

Scroll	"Mótsognir, ruler of man and beast. I came to his kingdom to learn if he had obtained the ingredients to forge the Ancient Armor. All I found was death and sorrow. I leave this offering in memory of those who suffered in the Dwarf King's quest for glory."
Treasure Location	Veithurgard

Grab this treasure while working on the "The Imprisonment of Otr" Favor. At the castle entrance, search halfway between the gate and nearby Lore Marker for the buried loot.

CREATION ISLAND

Treasure Available	After second water drop
Treasure	Hacksilver, 1 Eternal Frost, 7 World Serpent Scale Fragments
Map Location	Iron Cove

Paddle onto the southern beach of Iron Cove, in southwestern Lake of Nine, and search near the crates and barrels ahead.

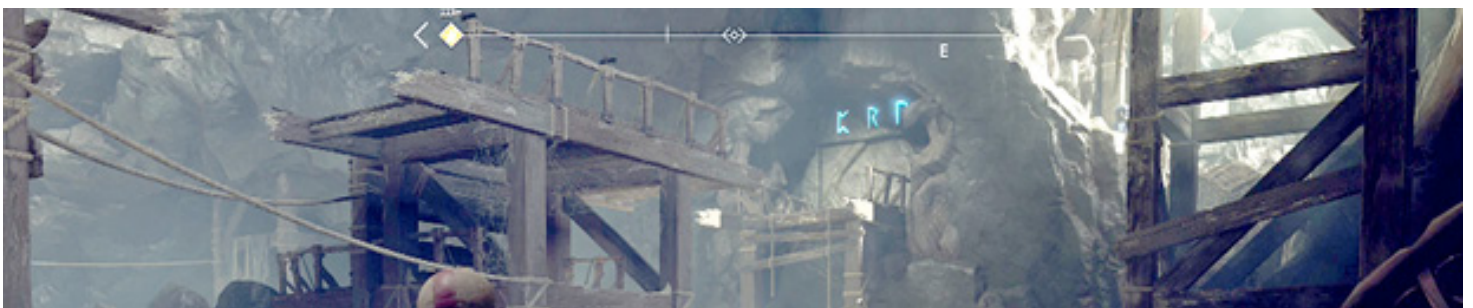
Scroll	“Why waste a life worshipping those who were created by another? I honor Buri, the creator of gods, and I’ve left him tribute on the island that honors him.”
Treasure Location	Buri’s Storeroom

Paddle onto the island of Buri’s Storeroom on the east side of Lake of Nine. The buried treasure is found on the west side next to a couple of loose boards. Kill the Draugr before digging up the loot.

DEAD AND BLOATED

Treasure Available	After first water drop
Treasure	Hacksilver, 1 Oblivion Stone, 5 Soft Svartalfheim Steel, Enchantment
Map Location	Völunder Mines

Find the map at any time, but it’s best picked up during Brok’s first Favor, “Second Hand Soul.” After following the Soul Eater through the first gate and defeating the Revenant, follow the right path to find the map.



Scroll	“The Troll who killed my kin is slain, but the battle has taken its toll. I’ve buried whatever I have left near his corpse. Ingrid and I used to frequent this beach to watch the sun rise over the temple.”
Treasure Location	Cliffs of the Raven

At Cliffs of the Raven, make your way to the big beach in the back, where the corpse of a Troll lies. This requires navigating much of Cliffs of the Raven after the second water drop. The treasure is buried on its right side.

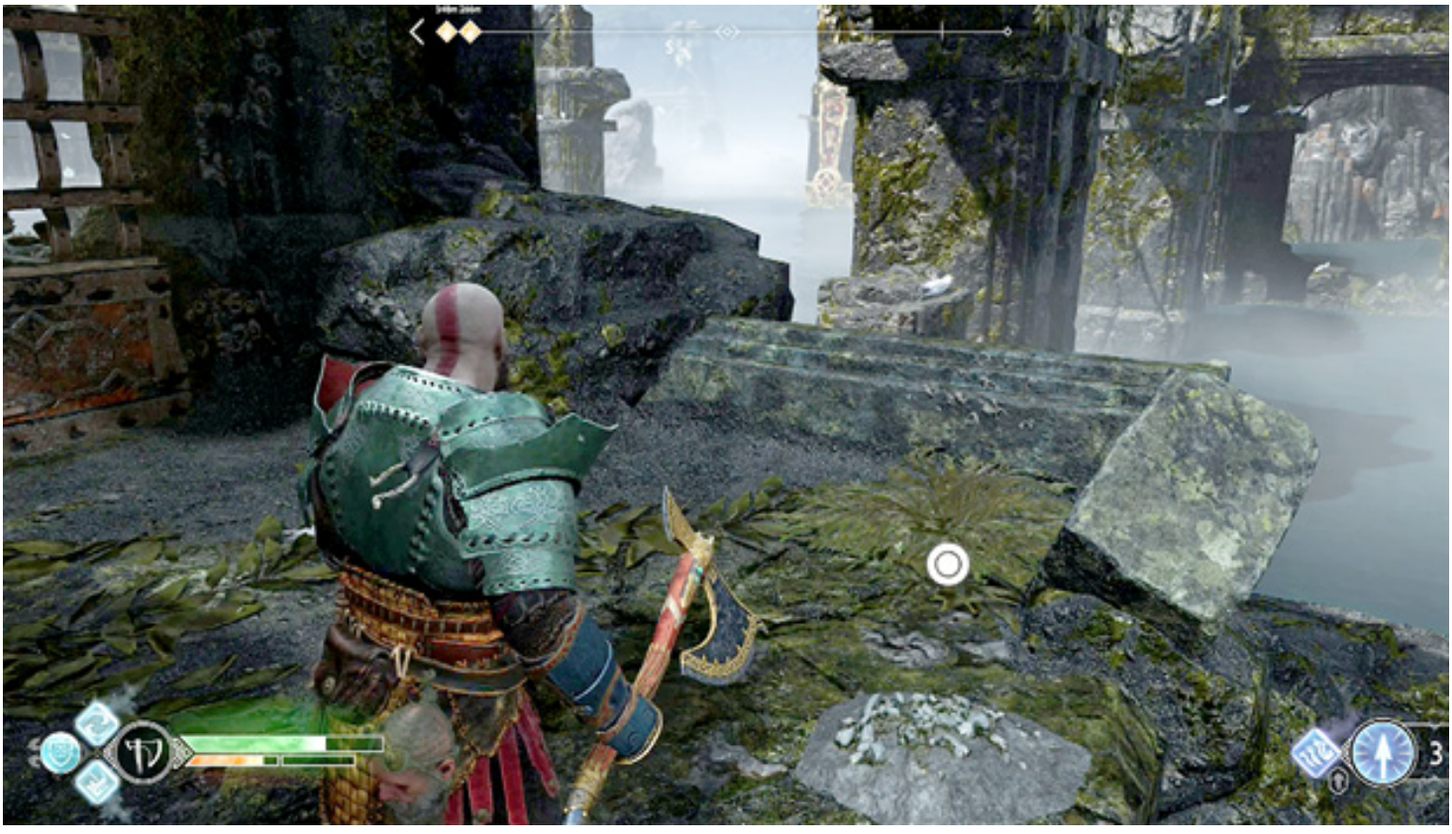
ISLAND OF LIGHT

Treasure Available	After second water drop
Treasure	Hacksilver, 1 Unyielding Cinders, 5 Aegir’s Gold, 7 World Serpent Scale Fragments
Map Location	Helheim Tower Beach

The map rests on the beach between Helheim Tower and Njörd’s Oarsmen, just left from the dock point.

Scroll	“While we hail from Alfheim, the Light Elves make sure to watch over Midgard. I’ve spent most of my life here at this outpost and I will likely die here.”
Treasure Location	Light Elf Outpost

Make your way around the outside of the island as the path cuts under a high-water dock. Continue around to the left and climb down the chain ahead. The treasure sits on the ground to the right.



THE BOAT CAPTAIN’S KEY

Treasure Available	After first water drop
Treasure	Hacksilver, Leiptr Alloy, 30 Aegir's Gold, Enchantment
Map Location	Stone Falls

From the upper beach, this map is easily found by exiting your boat and searching the right side of the beach. After the second water drop, you must climb the various ledges.

Scroll	"With the Boat Captain in the belly of the Hydra, the key was mine! I traveled to a new land, but my ship wrecked and sunk along with my precious key. It lies just below the waves, perched on an underwater peak."
Treasure Location	Isle of Death

Before the water drops a second time, you need to climb once from the dock. Wait until the water level has lowered, and you must navigate more of the island before reaching the highest point. Search under the ship wreckage to find the pile of dirt that hides the treasure.

THE LAST PLACE THEY'D LOOK

Treasure Available	After second water drop
Treasure	Hacksilver, 1 Unstable Ore, 5 Hardened Svartalfheim Steel, Enchantment—Eye of Runic Supremacy
Map Location	Mountain Summit

On your return visit to the Summit, this map sits in the middle of the main path through the Mountain. It is found in the tunnel just before the Frost Ancient.

Scroll	"The Valkyries will hunt me until my last breath. If they seek what is mine, I shall hide it right under their noses."
Treasure Location	Council of Valkyries

Access the Council of Valkyries from the beach between Helheim Tower and Njörd's Oarsmen. Climb up, shimmy across the ledge, and scale a couple more cliffs to reach the door. Find the thrones that sit around the perimeter of the arena, and search between the second and third seats on the left.

THE HISTORIAN

Treasure Available	After second water drop
Treasure	Hacksilver, 1 Eternal Frost, 30 Aegir's Gold, Enchantment—Eye of Runic Mastery
Map Location	Ruins of the Ancient

Paddle a boat to the northeast corner of Lake of Nine and run ashore onto the Ruins of the Ancient. The map sits on the right side of the beach. A Soul Devourer patrols the area, though the fight is optional.

Scroll	“I wished to make a contribution to Fáfnir’s collection of relics. I arrived to find the door locked and Reavers blocking the way I came. I quickly buried my treasure and hid as fast as I could. If I manage to escape, I’ll return to this spot.”
Treasure Location	Fáfnir’s Storeroom

This treasure is best collected during Sindri’s “Fáfnir’s Hoard” Favor. After clearing out the forest area, approach the sealed storeroom exit on the south side. The treasure has been buried just in front of the door.

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Appendices

Trophies

We've split the Trophies into four categories: those earned by playing through the Journey, completing the various Favors, Labors, and Artifacts, upgrading Kratos and Atreus, and finishing various collections.

THE JOURNEY

The following Trophies are earned as you play through the Journey. Complete the game to earn all 11.

NAME	DESCRIPTION	TROPHY
The Journey Begins	Defend your home from the Stranger.	Bronze
A New Friend	Survive the Witch's Woods.	Bronze
Feels Like Home	Allow the Light Elves to return home.	Bronze
Dragon Slayer	Defeat the Dragon of the Mountain.	Bronze
Troubling Consequences	Defeat Magni and Modi.	Bronze
Hello, Old Friend	Retrieve the Blades of Chaos.	Bronze
Promise Fulfilled	Heal Atreus.	Bronze
Round 2	Rescue Atreus.	Bronze
Past Haunts	Ride the boat out of Helheim.	Bronze
Twilight Beckons	Defeat Baldur.	Bronze
Last Wish	Spread the ashes. Complete the Journey.	Gold

OPTIONAL CONTENT

Most of these Trophies are earned by completing the Favors, Labors, and Artifact collections. To earn "Death Happened Here," you must defeat the Troll inside the Veithurgard castle and loot the next Legendary Chest. For "Beneath the Surface," explore the various islands and beaches around the Lake of Nine.

NAME	DESCRIPTION	TROPHY
Like Oil and Water	Complete all of Brok and Sindri's Favors: "Second Hand Soul" and "Deus Ex Malachite" for Brok, "Father's Hoard" and "Family Business" for Sindri, and "Hail to the King" for both.	Gold
Unfinished Business	Assist all of the wayward spirits by completing the following Favors: "Anatomy of Hope," "Dead Freight," "Hammer Fall," "Time Heals All Wounds," and "Unfinished Business."	Silver
Trilingual	Learn the languages of Muspelheim and Niflheim. Collect four Muspelheim and Niflheim Language Ciphers as part of "The Realm of Fire" and "The Realm of Fog" Favors.	Bronze
Death Happened Here	Fully explore Veithurgard. This is acquired after opening the chest just beyond the Troll miniboss, Dauði Hamarr. Check out our coverage of "The Imprisonment of Ofr" for detailed information on this location.	Bronze
Dangerous Skies	Free the three World Dragons by completing the following three Favors: "The Imprisonment of Ofr," "The Flight of Fáfnir," and "The Fire of Regins." This also completes "The Dragon's Curse" Labor. Get full details in our Favors chapter.	Silver
Curator	Collect all of the Artifacts: four Lost Toys at Wildwoods, nine Masks in River Pass, nine Ship Figureheads at Lake of Nine, five Elven Artifacts in Alfheim, six Ornate Cups at the Mountain, six Viken Horns in Veithurgard, and five Brooches in Helheim.	Silver
Beneath the Surface	Explore all the Lake of Nine has to offer. This includes the following locations: Burl's Storeroom, Cliffs of the Raven, Forgotten Caverns, Iron Cove, Isle of Death, Light Elf Outpost, Lookout Tower, Ruins of the Ancient, and Stone Falls.	Bronze
Fire and Brimstone	Complete all of the Muspelheim Trials. This requires that you complete the Normal and Hard Trials, defeat the Valkyrie, and earn a Bronze/Silver/Gold in the Impossible VI Gauntlet Trial. There is no need to complete all five Impossible Trials before the gauntlet; just acquire the three keys. Refer to the "Muspelheim" section of the Favors chapter for more information.	Gold
Darkness and Fog	Survive the challenges of Niflheim. This Trophy requires that you unlock all Niflheim Chests found in the Center Chamber. Refer to the "Niflheim" section of the Favors chapter for more information.	Gold
Chooser of the Slain	Defeat the nine Valkyries. Free the eight Valkyrie across the five realms and place their helmets at the Council of Valkyries. Then defeat the Queen to earn this Trophy. We provide full coverage in the "Valkyries" section of the Favors chapter.	Gold

UPGRADE KRATOS AND ATREUS

There are a number of ways to improve Kratos and Atreus—such as purchasing Epic armor, learning new Skills, and upgrading Kratos' stats. The following Trophies all involve some kind of upgrade for father and son. Note that some of them can't be earned until after you've completed The Journey.

NAME	DESCRIPTION	TROPHY
Nice Moves	Obtain a Runic Attack Gem. This is earned once you open the chest that contains the Hel's Touch Runic Attack, found just inside River Pass during the Journey.	Bronze
Dwarven Ingenuity	Upgrade a piece of armor. Upgrade any piece of armor at one of the shops.	Bronze
Best Dressed	Obtain one new Outfit for the son.	Bronze
Enchanted	Slot an Enchantment into your armor. Slotting any Enchantment into any armor with at least one slot completes this Trophy.	Bronze
The Best Moves	Fully upgrade any Runic Attack by spending XP at the Weapon Screen. You must upgrade the same ability twice.	Bronze
Iðunn's Orchard	Fully upgrade your health. Collect all nine Iðunn Apples from Nornir Chests.	Silver
Quick Tempered	Fully upgrade your rage. Collect all nine Horns of Blood Mead from Nornir Chests.	Silver
Worthy	Fully upgrade the Leviathan Axe. There are five Frozen Flames earned by completing specific tasks. Turn these in to Brok or Sindri to upgrade the axe five times. Refer to the "Leviathan Wakes" Labor for more information.	Bronze
Why Fight It?	Fully upgrade the Blades of Chaos. There are four Chaos Flames earned by completing specific tasks. Turn these in to Brok or Sindri to upgrade the Blades four times. Refer to the "Chaos and Conflagration" Labor for more information.	Bronze
Primordial	Obtain Ancient armor set. Collect an Ancient's Heart and Ancient's Rubble from defeated Ancients. Take these items to Brok or Sindri and craft the Legendary armor. This includes the Pauldron, Gauntlet, and Belt of the Ancients.	Bronze
Path of the Zealot	Obtain Traveler armor set. Collect Traveler's Grisly Trophy and Traveler's Armor Shard from defeated Travelers and deliver the resources to Brok or Sindri. Craft the Traveler's Breastplate, Gauntlets, and Waist Armor.	Bronze

COLLECTION

The remaining Trophies involve some kind of collection. Read all of the Jötnar Shrines, dig up the treasure from the 12 Treasure Maps, kill 51 Ravens, and slay numerous enemies.

NAME	DESCRIPTION	TROPHY
The Truth	Read all of the Jötnar Shrines. There are 11 Jötnar Shrines in all, spread across four different realms. The two incomplete Jötnar Shrines found during the Journey do not count toward this. Refer to the Jötnar Shrines section at the start of this chapter for more information.	Silver
Treasure Hunter	Use Treasure Maps to find all of the dig spots. There are 12 Treasure Maps with 12 corresponding dig spots. Refer to the "Treasure Maps" section of this chapter for all locations.	Silver
Allfather Blinded	Kill all 51 of Odin's Ravens. Refer to the Labors chapter to find them all.	Silver
All Will Fall	Kill 1,000 enemies.	Silver
Father and Son	Acquire all other Trophies.	Platinum

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The God of War Team
Jason McDonald

LEAD GAMEPLAY DESIGNER

How did you first become interested in pursuing a career in video games?

I think it's everyone's dream to be able to work on something they love. I've played games my entire life and as a kid I always thought working on one would be a dream.

Plus, my parents would watch me play video games as a kid and I knew they thought it was a waste of time. Part of me always wanted to prove them wrong.

How long have you been on the team?

Since May 2004. 14 years.

Give the reader an idea of your day-to-day tasks.

A typical day is filled with tons of meetings with various designers, programmers, leads and directors about various aspects of the game. Usually I focus on Mechanics, Hero, Son and Enemy design and animations, often reviewing, and tuning. When I can find the time, I still find ways to sneak into the scripts and implement a few things even though I'm sure many would wish I didn't and would just stay pinned to a meeting room forever.

What was your favorite aspect about the project?

We had previously been working with the same combat formula and overall gameplay design since *God of War* 1, within the same Greek mythological world. We'd tweak and try to improve it with each iteration, but the base experience was the same. This game was a chance to go outside the box and see how we can keep the essence of the game, while changing and modernizing the feel into a brand-new experience. New Enemies. New World. New controls, mechanics, and combat. The ability to bring new elements into a 10-year-old franchise was exciting.

What was the trickiest task assigned to you and how did you solve it?

A surprisingly tricky thing was creating gameplay that stayed true to the new vision. When ideas got difficult to implement, it was much easier to stay within the wheelhouse we were used to with previous titles, and our initial designs had us doing just that. With so many God of Wars under our belts it was easy to slide into old habits regarding camera angles, old weapon styles, and older designs that did not fit the new direction. You sometimes didn't even realize you were doing it.

The solution oddly enough was to fully embrace the change. Instead of inching the camera backward every chance we get with early prototypes, how about we just slam the camera in there and work out the problems. Part of that led in early prototypes to throwing your axe which partially came from looking at things from that 3rd person perspective. And from that perspective wouldn't it be nice if your son could help watch your back and pin down enemies you cannot see? Things started to take off once we began looking at things through a new lens.

What are you most proud of concerning the game?

I am proud of the team persevering through the challenges to make this game. Every department stepped up to the challenge in creating something new that we have never done before. The result is the culmination of the hard work from whom I consider very talented people across the team. It feels like we created a new IP, with the excitement and familiarity of the *God of War* franchise.

Why a "soft reboot" instead of God of War IV?

I think part of it was to get everyone out of the mindset of creating a typical sequel. This was a reinvention that hoped to respect the characters and franchise we created, but in a different way.

How does God of War fit into the storyline, both as a continuation of the series and as a soft reboot for the franchise?

Kratos remembers everything that has happened to him and everything he has done. He bears that weight in this new title, and players will both see and feel the effects of this change through story and new gameplay design.

What were the overall goals in creating the next chapter of the God of War universe?

We wanted to capture the elements that made people love previous *God of War* games and deliver it in a new experience. Remove the franchise (and developer) fatigue by taking the series into a whole new direction.

What key decisions were made to reinforce and accomplish those goals?

Much of the start of this project was identifying the key pillars of Kratos as a character, as well as the *God of War* titles as a whole.

New "rules" documents were created for Kratos and his new direction, and Cory kicked off the project with a small book that detailed his goals for the design. Working from that starting point, we could ensure that future decisions could be tested against this bible to correct us if we steered too far off course.

What do you feel has the most impact in making the God of War series stand apart from other video games?

It's a mixture of bigger than life mythology, epic moments, and multiple gameplay pillars (combat, puzzles, exploration) melded together into a seamless experience.

How would you summarize the experience of God of War?

Epic. Unflinching. Awesome.

GAME DESIGN

Tell us about the rebuilt gameplay and why you introduced the new elements—the behind-the-shoulder camera, the crafting/recipe system, and so forth.

This game has a deeper, closer, and more personal narrative than any *God of War*game before. There was a strong desire to make the game feel like that all the time, and not just in cinematic moments. With a tighter camera, looking up at a giant creature feels epic in a different way than before. Looking freely from that angle makes you feel like you aren't merely watching Kratos, but you ARE Kratos.

That meant new puzzle design that could work with a camera view like this. New combat design that could have you aim at the legs of a monster to trip them as they chase you down. New tension as you try to track enemies behind you while using your son to help keep them off your back.

Slamming enemies into walls to stun them or attacking their backs to exploit weakness. The new system rewards positioning, aiming, and rushing down at the right moments much more than previous games.

We also wanted a deeper customization path for Kratos this time. The game is longer with much more to explore, so we reward this with crafting and customization options that people can experiment with and change their gameplay style throughout the experience.

Exploring, fighting difficult enemies, and solving world puzzles will give you gear and materials needed to explore all itemization paths for Kratos.

How does the overall combat system differ from the previous games in the series? Why the changes?

The game is slower paced and more deliberate. You can still get in there, juggle enemies and string together combos. But your positioning and manipulation of enemies is more important, as enemies will blindside you if you do not pay attention or lock them down.

Grabbing most enemies now requires stunning them first. Sometimes building stun on an enemy is more effective than going for raw damage depending on the circumstances. Taking advantage of opportunities and using Atreus to help stun and fend off enemies is key. Different gear and skills will improve this depending on what you can find and craft.

These changes reward a somewhat more tactical approach to combat scenarios and a wider variety of tactics that can be used to win. We wanted to give the players more options and more variety to fit the longer game experience.

What were some of the challenges in creating the gameplay experience this time around?

One major challenge was Atreus himself. There were many prototypes of how he could integrate into combat. He ranged from useless, to laughable, to annoying, to "kinda OK, maybe" for a very long time. Some members of the team wished him to be cut. It wasn't until around the time people saw him drop kick an enemy, trip them, then proceed to beat him with his bow repeatedly when people finally started to say "OK, I guess he is pretty cool."

What elements did you incorporate into each level to make them unique?

Each level is a blend of new narrative, puzzle mechanics, and enemy types. We try to focus on a new blend of those elements for each level to ensure you do not get the same experience back to back.

Describe some of the gameplay challenges introduced with the addition of Atreus.

Companions in games are often annoying for a variety of reasons. They get in your way, they do stupid things, they steal your kills, they get into trouble, or they talk too much. The chief goal for him was to make him not a pain in your ass.

That partially meant no micro managing. We give the player one button to command him to shoot enemies to help distract or stun enemies. If you don't command him, he will still automatically grab enemies or follow up on your attacks with his own combos. Kratos is clearly the brawn in this relationship, but that doesn't mean his son cannot hold his own and help Kratos get things done.

What was the motivation for Kratos to give up his Blades and take up the magical Leviathan Axe? How has the new weapon altered gameplay in God of War?

We knew if we were to truly reinvent Kratos and the series, we needed to give him a new iconic weapon. It took a while for the first throwing axe prototypes to emerge, but when they did a new direction was born. Throwing the axe not only felt good from the new tighter camera angle, it also gave life to new puzzle opportunities based on aiming and recalling the axe. Plus, we kind of liked jamming your axe in the back of someone's head and watching them fall as you walked away. Embracing this weapon was a definite anchor point for the entirety of the new *God of War* title.

Can you speak in general about what lies ahead for Kratos, Atreus, and the franchise? Where does God of War go from here? Are sequels in the works?

The only way to know what's in store is to play the game and find out! If you want spoilers I cannot help you. Bribes could work though.

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The God of War Team

Rafael Grassetti

PRINCIPAL CHARACTER ARTIST

How did you first become interested in pursuing a career in video games?

I started my career creating characters for advertising and products. As I improved my skills the video game industry became a natural transition for me.

How long have you been on the team?

I've been with Sony for six years, working on *God of War* for the past four.

Give the reader an idea of your day-to-day tasks.

During my day, I look at the progress on all the characters that are being developed at the studio, sync with different teams and departments if there are any dependencies or things that are being worked and give feedback on it. If nothing else needs my attention, I go back to my desk and I create some art myself, if it's for Kratos, a small prop or prototyping something new, it depends on what stage we are in the project.

What was your favorite aspect about the project?

The universe we are working on. The title and the theme are so rich in characters that it makes my work that much more fun.

What was the trickiest task assigned to you and how did you solve it?

Kratos and Atreus, not necessarily in this order. Creating a new version of a well-established character was a very tricky task and took a long time. On the other side, introducing a new hero walking next to this well-established character was very scary, specially being a young character.

What are you most proud of concerning the game?

The way we were able to introduce these characters to the fans and tell a new story.

ART AND DESIGN

What fresh approaches have you brought to the design of the principal characters for God of War?

From my experience on working on other triple A PS4 Sony games, I was able to bring another point of view of executing realistic characters but still maintaining the style that *God of War* always had and find that balance.

Where did you look for inspiration in designing new characters, such as Brok, Sindri, Freya, and the World Serpent?

We looked at a lot of historical references for costumes, story of characters, and how we could mix that with the *God of War* style we developed. Creating a strong design with a strong base of references from the period, but adding our own twist to those characters, is what kept us inspired to create new unique characters.

Talk about your inspiration for the artistic look and feel of God of War's transition to a Norse mythological setting.

The past titles of the franchise always had a very strong style and art direction. For this one we wanted to bring the title to the next generation of consoles and the new mythology, but still maintain as much as we could from the past titles. This new mythology allows us to be a lot more realistic on how we treat everything. The characters and environments are a lot more grounded and that way when we introduce the twist of the new setting, the mythological characters, gods and big monuments, it is a lot more impressive than before.

What were the biggest challenges when striving for a no-cut camera? Did this change the way the team approached the game?

In the past titles, camera cuts allowed us to have more resolution on characters during cut scenes, swap meshes around with more polygons, and maintain quality every time the camera was close. For lighting, it was a big hit. If you play any other game you will notice lights shifting around to create a perfect shot for every camera placement. This time around we had to come up with tricks for all of that. Characters need to be 100% during gameplay and cinematics; there is no swapping textures around. Lights had to be kept in the same position for long cinematics and find tricks to move them around without the player noticing. It was painful but worth the effort, you can see the results and feel the immersion when you play the game.

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The God of War Team

Matt Sophos

STORY AND NARRATIVE DESIGN LEAD

How did you first become interested in pursuing a career in video games?

I was going to college for a degree in Radio/Television/Film with a minor in Journalism. In fact, most of my writing background was always in journalism (and more specifically, sports journalism). I'd always been a big video game and comic book geek—coming up with game ideas and drawing comic book characters—but it wasn't something I'd really considered as a career.

On the flip side, I had a good friend who decided right out of high school that all he wanted to do was make games. So, when I went off to college, he pursued a job in games. Fast forward to my senior year in college...I was working at a talk radio station in Dallas, and my buddy had recently moved back to town to be one of the first employees of a new video game studio starting up. After a while there, he told me he thought it was something I'd really love doing if I gave it a shot. I figured, "what the hell" and started going to his apartment in the morning when he'd go off to work, and would build levels just to see if it was something I may want to shift careers for. Soon after, I just started showing up to work with him and began fixing levels on a secondary computer he had sitting next to his desk. After a little while of that, the Project Lead realized he'd never actually hired me, but I was doing good work so maybe he should start paying me. And that's how I got my first job in the industry at Ion Storm. I never looked back from there.

By the way, I don't recommend just showing up at a company and starting to work like you already have a job there. Ion Storm was a unique place and it was a LONG time ago when it comes to game development. I think most people would now be escorted out by security and possibly prosecuted.

How long have you been on the team?

3½ years

Give the reader an idea of your day-to-day tasks.

Well, at the time of this interview, most of my day is spent addressing bugs and finding things in the game from the narrative-side that aren't playing out correctly.

As a writer/narrative designer, your day-to-day is wildly different based on what stage of the game's development you're in. In the beginning, a typical day consisted of lots of sit-downs with my writing partner, Rich Gaubert, and Cory (Barlog, the Creative Director) to hash out major beats of the story. We'd write things up on note cards and pin them up on a board—constantly shifting them around as the spine of the plot took shape.

At other times, we spent time writing character breakdowns and monologues for Casting, and then watching and giving feedback on auditions. Sometimes we were holed up for days on end furiously writing scenes or level banter so it was ready for pre-visualization or temp VO recording.

And other days we spent most of our hours taking screenshots and doing paint-overs to explain to implementers how we intend for banter to trigger as a player progresses through the level. Others were spent timing and re-timing banter so that it sounds conversational and leaves room for sound effects and specific animations.

It's kind of a grab-bag that keeps you on your toes, honestly.

What was your favorite aspect about the project?

If you mean, "what's my favorite aspect of the game," it's the depth of the world we've been able to create. Gone are the days of a purely linear romp with each level bookended by cinematics. I'm incredibly proud of what this team has been able to pull together and create.

What was the trickiest task assigned to you and how did you solve it?

I think the trickiest task was to find a way to write Kratos in a way that stayed true to who he is (the character that players have had many games to become familiar with) while evolving him to the point where players can accept that he's different now. He's a man that wants to change—to be more than the "Ghost of Sparta" and remorseless killer of gods. Part of doing it was just digging in and figuring out what aspects of Kratos *I* found potentially redeemable. Adding Atreus to the mix with Kratos wanting to change FOR someone gave me an "in" to the character that I could relate to. Hopefully players will find this as well.

What are you most proud of concerning the game?

I'm proud we've so far been able to change how players (at this point, playtesters and team members) feel about Kratos as a character. I think to a large degree, people felt like he was largely irredeemable... a notion Kratos himself would agree with. After playing through this game, I've heard almost everyone come around on Kratos and that he's a far more tragic character with more depth of emotion than the pseudo-villain he'd mostly become.

How does God of War fit into the storyline, both as a continuation of the series and as a soft reboot for the franchise?

God of War picks up many MANY years after the events of God of War III. It's a direct continuation because Kratos has grown from his experiences in the previous games. He's still the same man (err... demi-god) that killed most of the Greek pantheon—including his father and his previous family. It fits as a soft reboot because, like Kratos, we've moved to a different place both physically and emotionally, and we're all older and grayer with different outlooks on life. Not to crib too much from our E3 2016 demo, but it's "a new beginning."

What were the overall goals in creating the next chapter of the God of War universe?

The goal was to create a deeper, more intimate experience for players and to tear down a lot of the walls Kratos built around himself to get to the heart of the character.

What key decisions were made to reinforce and accomplish those goals?

By giving Kratos a son to care for, we could tap into the fears Kratos has of passing on the bad parts of himself—the parts Kratos wishes he could forget. From a technical standpoint, pulling the camera in tight and making all the action play out up close makes the gameplay feel more immediate... like you're experiencing everything at Kratos' side, rather than at a distance.

What do you feel has the most impact in making the God of War series stand apart from other video games?

I think it's the scale of things and only being limited by imagination. I spent many of the middle parts of my career working on shooters that are grounded in realism (whether in World War II or a science fiction future). *God of War* gives the freedom to say, "this is mythology, not history." You want to fight a living statue? Do it! Pull off the fingernail of an enormous Titan? Have at it! Bury your axe in the face of an 18 ft. tall troll throwing fire at you? You got it, pal. It's incredibly freeing from a creativity standpoint.

How would you summarize the experience of God of War?

I'd say *God of War* is a deep, visceral, emotional experience that I hope surprises players and makes them want to continue playing long after they should have gone to bed. You have work/school in the morning... go to sleep!

NARRATIVE

God of War introduces a father-son theme to the series. What was the inspiration for this, how has it affected Kratos as a character, and what were the challenges in developing this theme?

As Cory tells it, he was at a different point in his life than when he directed God of War II. He became a father to a young son and saw the potential in exploring this aspect of his life through the lens of Kratos. When I joined the project, I could fully identify with that perspective because I'm also a father to a young son, as is Rich. By giving Kratos a son to raise, it gave us the ability to tap into the fears we all have when raising our own sons. As a parent, you're always concerned that your bad traits—the ones you really wish you could change—will become your child's bad traits. I know I personally always feel like I'm screwing up and can only hope I'm a good influence on my son more often than not. Imagine how Kratos feels when you think of all the horrible things he's done and the rage he's constantly striving to contain. "The sins of the father..." so to speak.

How has the transition to the Norse mythological setting impacted the story? What was the inspiration for this? What were the challenges?

Kratos is a stranger in a strange land. He's in a place that doesn't know him. One of the things Kratos has always tried to do is forget his past, and moving far north was a way for him to do that. We'd considered other mythologies to explore before landing on this one, but to me, for a demi-god seeking isolation from the rest of the world, the Norse lands seemed like the perfect place for Kratos to exile himself.

One of the big challenges with regard to Norse mythology is that it's really not terribly well-documented. Unlike Greek mythology, where books still exist that were actually written during that time period, Norse mythology was largely oral stories passed from person-to-person. In fact, the oldest, most extensive written history of the Norse gods was authored by a Christian scholar close to 1000 years after the Norse mythological era. It's all very fragmented, with not much in the way of accepted "facts". This provided both a terrifying challenge and a lot of freedom when it came to mining myths for the game.

Can you speak in general about what lies ahead for Kratos, Atreus, and the franchise? Where does God of War go from here? Are sequels in the works?

I could, but I think Cory and Sony might throw Kratos' axe at me (hopefully the foam version).

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The God of War Team

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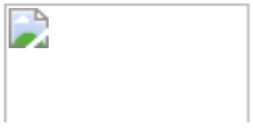

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